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OFFICIAL MAGAZINE

Nintendo®
GAMING 24/7

THE UK'S BIGGEST AND BEST SELLING NINTENDO

ISSUE 120

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STAR WARS
BOUNTY HUNTER
UK exclusive
preview inside

SUPER MARIO SUNSHINE

EXCLUSIVE
UK PLAY

The game of the year has landed

HOT NEW
SHOTS OF...

F-Zero GC

Tony Hawk's Pro Skater 4

Harry Potter

Star Wars Clone Wars

Pokemon Ruby and Sapphire

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PAGES OF THE
HOTTEST GBA AND
GAMECUBE REVIEWS

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GUIDE INSIDE



PRIZES

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TO BE WON IN
OUR GIVE AWAYS



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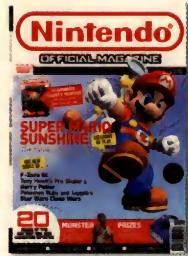
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September 2002



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Slap on the Factor
20 as we show you
the game of 2002



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Meet the team

MEET THE PEOPLE WHO MAKE NINTENDO OFFICIAL MAGAZINE SO BLOODY GREAT



As you've probably guessed by now, things have changed a little on this month's magazine. Instead of giving you just one massive story this issue we've decided to bring you two massive UK exclusive scoops for the price of one.

On this side of *Nintendo Official Magazine* you'll find a massive first play of *Super Mario Sunshine* – a game that will undoubtedly be the title of the year and one that adds another legendary *Super Mario* adventure to sit alongside such video game classics as *Super Mario 64* and *Super Mario World*.

Rich has been playing the game for ages to bring you the full spec on how it plays and the magical moments you'll be able to see when the game's released on 4 October, and remember, we don't review a game until it is ready to be released in the UK. This way you can be sure that what we are reviewing is not from an imported game that a minority of Nintendo fans will be able to play, but the same as what you'll be able to buy on your High Street.

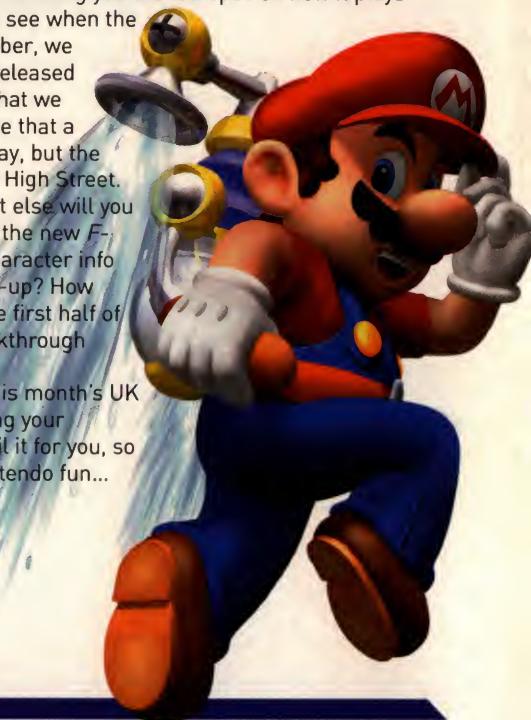
But apart from all the Mario mania, what else will you get for your £3.15? How does first shots of the new *F-Zero* game grab you or new images and character info from the *Pokemon Ruby* and *Sapphire* line-up? How about a massive *Resident Evil* review or the first half of *Nintendo Official Magazine*'s complete walkthrough across a massive 12 pages?

Failing that there's even the second of this month's UK exclusive scoops which you'll find by flipping your magazine upside down. I don't want to spoil it for you, so read on and enjoy this month's dose of Nintendo fun...

Hope you enjoy the mag!

Tim Street

Tim Street, Editor



RICHARD MARSH
DEPUTY EDITOR



DOMINIC WINT,
STAFF WRITER



If I were a *Super Mario* character I'd be... Yoshi

Favourite games this month...

- *Star Wars: Rogue Squadron II*
- *Broken Sword*
- *Go! Go! Beckham!*



MICHAEL JACKSON,
TIPS EDITOR



MARK SOMMER,
ART EDITOR

If I were a *Super Mario* character I'd be... Bowser

Favourite games this month...

- *Super Mario Sunshine*
- *Burnout*
- *Building dens*

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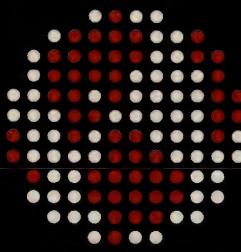


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PLANET NINTENDO

ALL THE LATEST AND BEST NINTENDO NEWS



F-ZERO GC • GAMECUBE • OUT 2003

F-ZERO GC

THE FIRST FRUITS OF NINTENDO AND SEGA'S TRIFORCE DEAL SEES THE RETURN OF CAPTAIN FALCON IN HIS AMAZING FLYING MACHINE.

One time rivals Sega and Nintendo are united at last and preparing to bring one of Nintendo's most cherished franchises to the GameCube and arcades too.

These sizzling screens are the first concrete shots of *F-Zero GC*, the version for Nintendo's console, and it appears it is on track to regain its futuristic racing crown next year.

Very few specifics have been made known, although we do know the games will feature some level of connectivity probably via GameCube's memory card. If this is true it may mean tracks and vehicles unlocked in the home version can then be raced in the arcade, and vice versa. Sega's Amusement Vision team is charged with creating the arcade version while



Use your ship's boost power to get ahead of your rivals



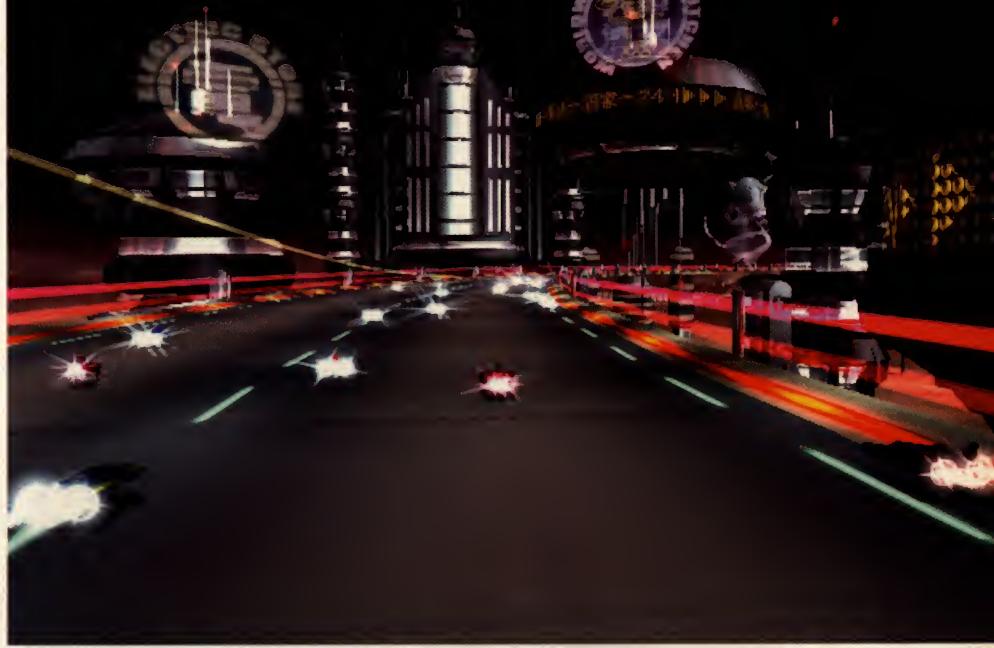
Nintendo's spearheading the home rendition. That said, it's believed that the two companies are pooling development resources so that both games should share a similar visual style.

Graphically, the game is heading for a colourful, highly stylised look to create a sense of scale, depth and incredible speed as you climb and dive above the futuristic cities below in your *F-Zero* racer.

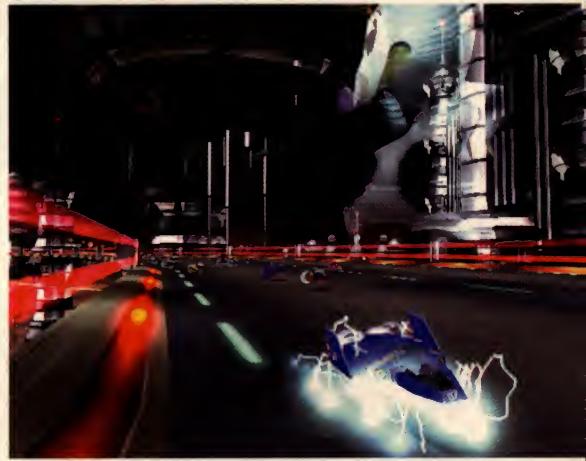
From the incredible new screenshots, you can see that Captain Falcon is making a return in his Blue Falcon, which bears the scars from previous races with chipped paint and scuffed up body panels. As with previous outings of the series there will also be up to 30 zero gravity racers on the track together with pit lanes where you can recharge your ship's shields on the move. The high-speed tracks are more densely populated than ever before with massive metallic buildings and advertising hoardings selling futuristic wares all boasting a degree of detail that's far superior to any previous *F-Zero* game.

At the time of going to press there has been no announcement of a confirmed UK release, but rumour has it that the game should arrive on these shores sometime next year.

As in *F-Zero X*, the twisting, turning tracks float above futuristic cityscapes



The new *F-Zero* game will see the return of Golden Fox



As in previous *F-Zero* games you can drive down the pit lanes to recharge your ship's power



The Blue Falcon is ready for the ride once again



Expect neck and neck races to the finishing line

NINTENDO BY NUMBERS

Didn't you hear, numbers are fun. Join in the happiness by learning these numerically based Nintendo facts...

4

The day in October when UK gamers will finally get to taste the fruit of *Super Mario Sunshine*.

1,000,000

The number of GameCube consoles sold across Europe since 3 May.

444

The total number of screenshots in the August issue of *NOM*.

409,298

Copies of *Super Mario Sunshine* that have left Japanese stores during its first week on sale.

1,000

Units of GBA software sold worldwide every hour.

251

The number of save game blocks on Nintendo's latest Memory Card 251, on sale 20 September.

16

Nintendo titles that have starred the loveable pink ball, Kirby

20

Distance in feet that Nintendo claim the Wavebird is effective over. It's actually a lot more...



□ You can alter your fighting style to perform offensive or defensive moves and create custom combos

MORTAL KOMBAT: DEADLY ALLIANCE • GAMECUBE AND GAME BOY ADVANCE • OUT LATE 2002

DEADLY DEALINGS

MORE GORY DETAILS ON THE GAMECUBE AND GAME BOY ADVANCE'S MOST BRUTAL FIGHTER YET.

The *Mortal Kombat* series set the benchmark for gory titles back in the 1990s and started a wave of controversy that had gamers thrilled and parents shocked. Now the franchise's move into next-gen territory is going to up the stakes with some vicious moves and some sickening effects.

Of course, the step up to GameCube means that the game now looks fantastic. The game's characters are huge and incredibly well defined with backgrounds to display that quintessential *Mortal Kombat* atmosphere with broiling acid pools and fiery lava pits forming the backdrops to the intense action.

The main focus of the battles now lies in the fighting styles as each character is a master of three individual fighting techniques like Jeet Kune Do, Drunken Fist, Praying Mantis and Karate. Players can switch between these styles at any time during a battle and this allows you to customise your attacks and utilise totally original combos. One of these styles will also include a weapon so you'll get to use such deadly implements as Scorpion's Ninja Sword, Movado's Hooked Swords and Raiden's Staff.

When these attacks land you'll definitely know about it as *Deadly Alliance* contains more blood than ever before. After a barrage of attacks you'll see blood pouring down the face of your opponent and this time claret stays on the

ground so that by the end of a battle the floor looks like it's covered with jam. One cool aspect of this is that if your player walks through the mess they will leave bloody footprints behind as they move around the arena.

You'll also get to utilise the interactive backgrounds in *Deadly Alliance* as players can now move around the arenas and try to use objects to their advantage. Knocking an opponent into a statue or another piece of scenery will increase the damage done.

But what would *Mortal Kombat* be without the famous frightening Fatality moves? This time



□ Each fighter has their own unique weapon which can be used to devastating effect

around prepare to see some truly gut-wrenching finishing moves in *Deadly Alliance*. We can reveal that Sub-Zero's spine rip is certainly something worth watching out for as the frozen fighter turns his opponent around, reaches into the base of their back and tears out the disgraced victim's entire skeleton, holding it aloft as the empty carcass collapses in a heap on the floor.

As an added bonus, the game disc will include a look behind the scenes at the making of the game, the history of the *Mortal Kombat* series and a cool exclusive music video by Adema, created exclusively for *Deadly Alliance*.

The gloves are certainly off in the battle to be the best GameCube fighter. *Super Smash Bros. Melee* has set the standard and with *Soul Calibur 2* on the horizon, *Mortal Kombat* is going to have to go some to compete. But luckily it seems that *Deadly Alliance* has got all the tools necessary to cane the opposition.



□ The GB Advance version is shaping up nicely, but let's just hope it's better than the last attempt



□ It's amazing to see this level of detail on the handheld version of *Deadly Alliance*



□ The intimidating figure of Goro looms large in the background, but will you get to take him out?



□ Scorpion is an awesome character and his Ninja Sword skills make him doubly hard to beat



□ Be prepared to see plenty of blood on the floor and on your opponent, because this is the goriest GameCube fighter yet



□ Get over here you punk! This sinister arena will be home to some punishing fights between Scorpion and Quan Chi



□ Using a machine gun is perhaps a little unfair but then this is a *Mortal Kombat* game after all



POKEMON RUBY AND SAPPHIRE • GAME BOY ADVANCE • OUT 2003

The countdown begins here

THE NEXT INSTALMENTS IN THE POKEMON SAGA GET OFFICIAL NAMES AND WE UNCOVER SOME TASTY SNIPPETS OF INFORMATION.

The world of *Pokemon* has been quiet by its noisy standards, but all that is about to change because the world is only three months away from two new adventures, which we can confirm will be called *Pokemon Ruby and Sapphire*.

Set for release in Japan on 21 November and expected in the UK next year, the quests will take place in a new world, with exciting locations to explore, new creatures to discover and some innovative battle strategies to master, all wrapped up in much improved graphics with advanced techniques like reflections and shadows. That said the look and style of the new world is very reminiscent of the Game Boy Color titles and you can expect memorable locations such as the Poke Marts and the Poke Centres to be tucked away in the beautiful landscapes.

Learning from the success of *Pokemon Crystal*, lady Pokemaniacs will be able to take charge of a female character in *Pokemon Ruby and Sapphire*, in addition to the male trainer on offer.

The biggest change to the world's most popular video game franchise is to the battle system as now there is a new two-on-two tag team option which should make

for rich strategy fights, especially with the introduction of new *Pokemon* Types like Mushroom, Ferocious and Water Bird. There will also be a new Pokedex to store data about the 350 creatures you discover on your travels, although what additional duties it performs have yet to be confirmed.

With so many wholesale changes occurring in *Pokemon Ruby and Sapphire* the days of Professors Oak and Elm could well be coming to an end. This time round the new quest introduces a new professor called Odamaki who supposedly enjoys the great outdoors much more than any of his scientific predecessors.

You can also expect a variety of tough rivals to overcome. Two trainers have been confirmed so far and for the first time we can reveal their Japanese names, although you can expect these to change by the time the game comes to the UK. First up is Yamaotoko, a trainer of ample proportions who wears hiking gear and carries a stick to get his fat frame around the





GBA worlds. The second that has been confirmed is Ojousama, a bonny lass who carries a basket of Poke Balls around with her, but it remains to be seen whether she will be able to beat the luscious Princess Peach in the cuteness stakes.

Nintendo also announced some of the exciting new line-up, complete with their Japanese names. The ghostly Yomawaru weighs in at just 15kg while Water Bird Type Pelipper grows to over 1.2m. You can also expect to catch double-finned shark, SameHader, and moody Mushroom Type creature, Kinococo.



□ The animations on the battle screen will be even better than in previous *Pokemon* games



□ The waves on the water appear to break and lap against the shore in this beautiful looking Game Boy Advance quest



□ The laughing loony is Wynaut, who has a tail half the length of its body



□ The towns look much bigger than in previous *Pokemon* adventures

Q&A

Nicola Aitoro, Project Manager on *Lara Croft: The Prophecy*



Q: What's the premise of the game?

A: The story is based on Lara looking for three magical stones, which are jealously kept by the secret fraternity of Teg-Du-Bhorez. The Prophecy of the Tome of Ezekiel tells of the stones' enormous powers and that the Teg-Du-Bhorez will reawaken their master, the Great Grey One, to begin the Apocalypse.

Q: Where is the game set?

A: There are four locations in the game – an Indian temple, the Swedish mountains, a southern Italian island and a Romanian castle. Each location contains a number of levels, from six to eight, making a total of 30 stages.

Q: Who is developing the title and what other games have they made?

A: There are 11 developers on the Italian team who made *Rayman*, *Donald Duck* and *The Jungle Book* for Game Boy Color and *Rogue Spear* on Game Boy Advance.

Q: What moves will Lara be able to use and what weapons does she have?

A: Lara has a similar amount of moves that she performed in the first two games. She can run, jump, climb ladders, strafe while hanging and sprint. Lara's lock-on system is based around the capability of Lara to move her legs and torso separately, meaning that she will always be able to point her weapons in the direction of an enemy.

Q: Is the game based around any of Lara Croft's previous adventures?

A: No, the story is an original one.

Q: Will there be a link-up mode?

A: No.

Q: What sacrifices were made to bring this to Game Boy Advance?

A: Most of our efforts were put into Lara as she had to be perfect! We wanted to give her good looks and smooth animations, but it was a hard job. For example there is no Shotgun and no weapons are carried with two hands.



The lovely Lara will make your GBA's heart melt

LARA CROFT TOMB RAIDER: THE PROPHECY • GAME BOY ADVANCE • OUT 28 NOVEMBER

CROFT ORIGINAL

THE FIRST LADY OF ANTIQUE TERRORISM IS BACK TO KICK GAME BOY ADVANCE INTO SHAPE.

Her two Game Boy Color adventures were some of the best of their kind and with a competent development team working on her Game Boy Advance debut there's every reason to think Lara will do the business again.

Lara Croft Tomb Raider: The Prophecy is a brand spanking new adventure, but just as surely as night follows day we can expect our heroine to be on the lookout for priceless historical artefacts, this time three extraordinarily powerful stones.

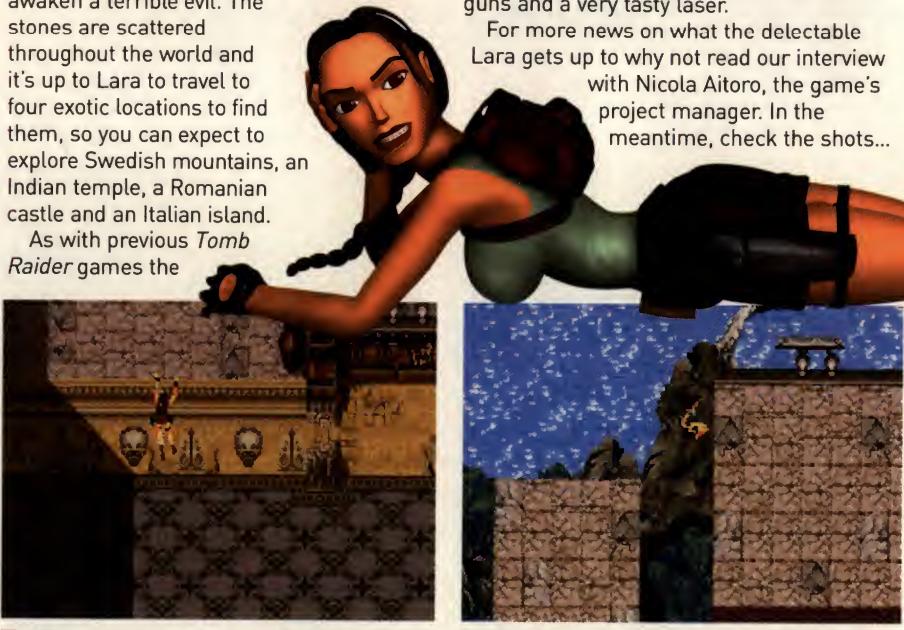
The stones are guarded by a group called the Teg-Du-Bhorez who plan to use them to awaken a terrible evil. The stones are scattered throughout the world and it's up to Lara to travel to four exotic locations to find them, so you can expect to explore Swedish mountains, an Indian temple, a Romanian castle and an Italian island.

As with previous *Tomb Raider* games the

focus is on exploration, puzzle solving and combat and despite being a GBA title Lara has most of the skills that made her a home console star in the first place.

Lara's got access to more than 30 moves with trademark jumps, flips and twists on hand to see her survive the 20 different types of enemies standing between her and the precious booty. When she does have to fight a handy target lock-on allows her to strafe while always pointing her weapon at an enemy. Talking of weapons, Lara Croft has four at her disposal including Beretta handguns, Desert Eagle pistols, Uzi machine guns and a very tasty laser.

For more news on what the delectable Lara gets up to why not read our interview with Nicola Aitoro, the game's project manager. In the meantime, check the shots...



With four exotic locations to explore around the world Lara will have her work cut out

Teg-Du-Bhorez are on the hunt for the three stones, but Lara's got to find them first

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Mat's actual road trip and then snap shots of your best tricks for your own **photo scrapbook**. One day on this road trip and you'll know why BMX will never be the same.



Screenshots from PS2 version



Force your opponent off the screen in the O2 exclusive PUSH mode.



PlayStation 2



GAME BOY ADVANCE



ACTIVISION
2
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MAKE ME A MUTANT

WHEN YOU'RE RESPONSIBLE FOR THE END OF THE WORLD, IT'S PROBABLY A GOOD IDEA TO TRY AND FIX IT.

Dr Muto is a mad scientist who's not having the best day at the office. When his latest experiment goes awry, it doesn't just destroy his hopes, it blows up the entire planet, but being the conscientious sort Dr Muto decides to try and put the world back together again using elements collected from other planets. And so begins an intergalactic journey across four distinct worlds in order to right his wrong.

Where Dr Muto differs from other scientists is that he has the ability to extract DNA from other creatures and use it to morph into them. Dr Muto can go through six transformations, from a mouse

to a fish and a flying squirrel, and he'll need to use these transfigurations properly if he's going to put the Earth back together again.

The game is designed so that certain areas are only accessible by specific creatures and this will lead you to hunting down various types of DNA in order for you to complete your quest.

The game has a very industrial look to it and you'll need to be careful to avoid the various enemies and pools of dangerous chemicals as you hunt for the required elements. Hopes are high that this can add something new to the platforming world and it's certainly looking like a surprise hit.



When you're a mouse you can get into every nook and cranny



Being chased by radioactive barrels is never a good thing



Use these Gomer slaves to flick switches and uncover secrets



The flying squirrel morph is handy for swooping around levels quickly



Nothing can stand in your way when you're this big



The precise car models look good enough to eat

PRO RALLY

WE'VE GOT RALLY RACING COMING OUT OF OUR NOSES THIS ISSUE.

You wait ages for one to turn up and three rally games come along at once! We've got rally racing covered this issue and the first racer to whet your road rage appetite is *Pro Rally*.

This new off-road racing fest seems to be going for the value for money route with a cracking 48 tracks to conquer, along with 20 real life cars, and from the new screenshot it looks mighty tasty indeed. Ubi Soft, the game's publisher, claim seven racing modes, with the usual assortment of Arcade, Head to Head and Time Attack options. Expect more on this interesting racer real soon.



Haven't I seen you before?

WHAT DO YOU CALL A GAME THAT ATTEMPTS TO COMBINE NEARLY EVERY SINGLE STYLE OF GAMEPLAY EVER INVENTED? WHY, IT'S *HAVEN* OF COURSE.

We're always wary when a new GameCube title is announced with the PR spiel of 'raising the bar' or 'changing the face of gaming', as it almost always ends in disappointment. But there's one interesting title currently in development for GameCube that could live up to its huge billing as it's looking quite good. It's called *Haven: Call to the King*.

Developed over the last three years by UK-based Traveller's Tales, *Haven* is the latest in a long line of action heroes trying to steal your precious adventuring time. *Call to the King* tells the story of Haven, a young man haunted by dark dreams who embarks on a quest to recover the Golden Voice. This powerful signal will return the king to the land and put an end to the years of enslavement that Haven's innocent inhabitants have suffered at the hands of the evil Lord Vetch.

What's remarkable about *Haven* is that it is packed to the gills with virtually every single different game genre. *Haven* is essentially a 3D platform adventure, but as you travel through the wild lands you'll find parts that are like an RPG, a puzzle game, beat 'em up, racer, shoot 'em up and even a section where Haven must ride through a volcanic maze encased in a ball.

All these elements mean that *Haven* is a massive title where you'll not only get to travel around the vast planet that Haven inhabits, but also into outer space where you'll need to acquire the help of some aliens if you're going to complete your task.

The version of *Haven* that we played was still far from completion but it was possible to get a grasp of the sheer size and scale of the title. It was also clear to see the attention to detail that's being included with some amazing textures, great lighting, foreboding fog effects and wonderful character animation. Midway also confirmed that it will run at a constant 60 frames per second, so expect this to be a beautiful game.

Whether *Haven* is trying to be too ambitious is a question that only time will answer but it's fair to say that the extra elements in the game are not just gimmicks. This is a genuine attempt to create something innovative for the GameCube and we hope that this succeeds as it could create an entirely new genre where Nintendo gamers can be satisfied with not just one style of gameplay, but a whole variety of them.

It's still early days for *Haven*, but expect more news and shots before its release in the first half of next year.

Haven's yo-yo weapon also doubles as a very handy magnetic zip-line



□ *Haven* contains some excellent GameCube lighting effects



□ Anything *Zelda* can do, *Haven* can too. The mine's heat haze is very good



□ Jump inside this vehicle and ride that baby to victory



□ Get your puzzle heads on as there are some real brain teasers in *Haven*

NINTENDO GIBBERISH

In a recent interview with America's *Nintendo Power* magazine, Shigsy tried to convince the gaming public that longer games are a figment of your imagination...

"When designers first start thinking about a game they generally tend to plan games that are huge. However, they often remember the games they played and had a great time with as being bigger than they actually were."



■ *Super Mario Bros. The Movie* was a box office flop

IN THIS YEAR...

1993

The revolutionary Super FX Chip was announced, developed and used in *Star Wing* on the Super NES. This year also marked the sale of the 100 millionth Mario title and *Super Mario Bros.: The Movie* was released. Nintendo also announced the successor to the Super NES, entitled Project Reality, which would go on to become the Nintendo 64 and gore fans were disappointed as *Mortal Kombat* hit the Super NES without any of the blood.



■ No blood appeared in *MK* on the Super NES



■ *StarFox* was called *Star Wing* in the UK

DISNEY SOCCER

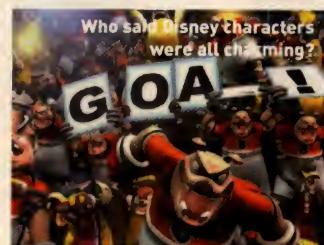
MICKEY AND THE GANG BRING THEIR CARTOON MAGIC TO THE BEAUTIFUL GAME.

Konami is rightly regarded as the finest purveyor of video game football and now they're adding a new offering to their roster of soccer sims such as *ISS2* that's aimed squarely at the younger end of the market.

Disney Soccer is a riot of colour and trademark Disney charm with all the big cartoon stars featured, with the likes of Mickey, Minnie, Goofy and Pluto on hand to lead out their teams. Each squad has a distinct feel, based around the character who leads them out, so arch villain Pete's team is very slow, but hard to knock off the ball, while Donald Duck's team is quick, if a little lightweight.

Konami has created a control system that should allow even the youngest of players to get a game going straight away, but with more sophisticated moves included for players who want to use advanced moves like one-two passes and through balls. Aside from the run of the mill footy moves there are also Magic based abilities like flaming balls and slow motion bullet time effects which, from our recent playtest, look top notch and add something new.

While *Disney Soccer* might not be everybody's cup of tea it's shaping up to be a fun title for hardcore Disney fans and players looking for an accessible football game with the accent on fun.



Doshin the Giant

Doshin may not be a household name in the UK, but the massive yellow giant stared in two Nintendo 64DD games that never saw the light of day over here. Now the giant is definitely coming to GameCube on 20 September, bringing with him his wacky off the wall game where you control Doshin and attend to the needs of villagers who worship the big yellow fellow.

Due to his enormous size Doshin can achieve extraordinary things like levelling land for crops, uprooting trees and building bridges. Every time Doshin performs a task he will grow slightly, which can be a good and a bad thing because while it gives him more power it also makes him clumsy, so one wrong move and Doshin could crush a villager or flatten a house.

But what looks set to make this a cult title is the way in which Doshin can turn evil and reap death and destruction. Doshin turns from yellow to red when he transforms into his evil alter ego and it's up to players to see just how spiteful and evil they are. It's without question a weird idea, but in a world of derivative gaming this could be a breath of fresh air.



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HARRY POTTER AND THE CHAMBER OF SECRETS • GAMECUBE, GB ADVANCE & GB COLOR • OUT NOVEMBER

A whole lot of Potter

NEW SHOTS OF *THE CHAMBER OF SECRETS* MAKES US HAPPY WINTER'S NOT FAR.

The boy who lived is ready to weave his magic again this winter, with three Nintendo games due to hit shops to coincide with the second *Harry Potter* film that goes nationwide on 15 November.

Harry Potter and the Chamber of Secrets closely mirrors J.K. Rowling's second novel and will release simultaneously on Game Boy Color, GB Advance and GameCube.

As with the book the games follow Harry's second year at Hogwarts School of Witchcraft and Wizardry and in particular a dark plot against his Mudblood classmates, which some suspect Draco Malfoy and his Slytherin cohorts are behind.

To get to the truth Harry will again have to team up with his Gryffindor pals Hermione, Ron and gamekeeper Hagrid in what the makers claim to be a free roaming 3D adventure - on the GameCube at least.

Budding witches and wizards will be able to attend second year magic lessons, de-gnome Mrs Weasley's garden, take part in Professor Lockhart's Duelling Club and try your hand at Quidditch. Six spells will be available for the portable quests with more on GameCube and incorrect incantations will cause some very comical results.

Legendary locations will be brought to life too with Diagon Alley and the maze of Hogwarts' dark corridors and spooky rooms benefiting from GameCube's power. The three versions will also feature Wizard cards to collect and there will be 100 tomato Bertie Bott's Every Flavour Beans to collect, with the promise of puzzles and hidden goodies for those willing to find every one. Expect much more on these games over the coming months, with a full playtest in a couple of issues' time.





WWE ROAD TO WRESTLEMANIA X8 • GAME BOY ADVANCE • OUT NOVEMBER 2002

The Rock road

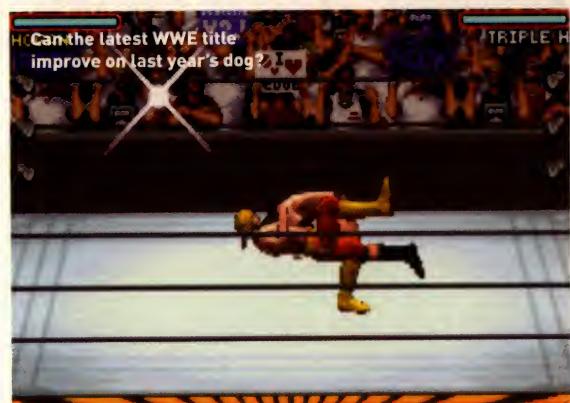
JOIN EVERYONE'S FAVOURITE SPANDEX SOLDIERS FOR YET ANOTHER WWE BLAST.

Last month we brought you the full rundown on the forthcoming WWE GameCube title and this month we're following up with the first shots and info on the next Game Boy Advance WWE instalment.

Bearing the same name as the GameCube version *WWE Road To Wrestlemania X8* is the second WWE game to grace GBA and we're hoping the makers have learnt the lessons from last year's *WWF Road to Wrestlemania* and tightened up the controls and the hit and miss collision detection system.

We should be able to bring you a playtest next month, but in the meantime we've got news of who's in the game and what gameplay modes to expect. The game will feature 16 WWE superstars, with the likes of Hollywood Hulk Hogan, Rob Van Dam, Booker T, Undertaker, Kane and Triple H. The makers claim that as you take your chosen grappler on the road to Wrestlemania their wrestling style will change depending on what kind of approach you are using.

Other planned features include an option to create your own Pay Per View events, plus a further seven game modes, with Gauntlet, Exhibition, King of the Ring, Royal Rumble, Team Battle and Championship set to appear.



□ Expect Cage match ups

□ There are 16 WWE stars



PINBALL OF THE DEAD • GAME BOY ADVANCE • OUT TBC

Pinball of the Dead

COMBINE EQUAL PARTS ZOMBIE SLAYING AND PINBALL FOR SOMETHING TOTALLY DIFFERENT FOR YOUR GBA.

□ When we heard Sega were planning to bring their light gun shooter *House of the Dead* to Game Boy Advance we scratched our head as if we had lice. How could you use a light gun with a GBA?

Then we discovered the title was to be a pinball game and we scratched yet again, but after playing it we have to say it all makes perfect sense.

Pinball of the Dead has three full sized pinball tables, each stretching three or four screens

high, each populated by zombies of differing sizes.

The table design is superb, with all kinds of ramps, flippers and hidden areas to use, and all three tables are permanently alive with red hot zombie action. Zombies are destroyed by shooting the ball at them, with some creatures needing two or three hits before they disintegrate into a pool of blood. Each table has two boss battles, starring creatures found in the light gun game.

RALLY CHAMPIONSHIP • GAMECUBE • OUT SEPTEMBER

RALLY CHAMPIONSHIP

THIS DIRT ROAD RACER WILL BE YOUR FIRST TASTE OF GC RALLY RACING.

□ It's been a while since a rally game has graced a Nintendo home console, but this is all about to change with a slew of rally games in the pipeline. The first out of the blocks will be *Rally Championship*, which should be in all good shops sometime in October.

Rally Championship will come loaded with 25 licensed cars, with everything from classic motors like Mini Coopers and Audi Quattros to the cream of the current crop including Ford Pumas, Subaru Imprezas and Peugeot 206s.

As with the real sport the cars are broken down into three classes, starting with 1.6 litre privateer motors right up to the A8 cars used by professionals. Players start the game with just £25,000, with prize money awarded for finishing in the top three, allowing players to upgrade their cars and eventually build up a garage of top flight motors.

Racers will be able to burn around 33 stages spread over six different rallies, with the Rally of Wales, Scottish Rally and Manx Rally on hand to test your skills. Bad driving will

result in a bashed up motor and impaired performance, right down to smashed headlights that will plunge your car into darkness on the night courses. We'll have more news on this promising game next issue.



□ There's a nasty hump backed bridge up ahead, so burn it!

Link's link-up revealed

FRESH DETAILS ON THE GAMECUBE AND GAME BOY ADVANCE CONNECTIVITY.

The new *Legend of Zelda* quest may have slipped until early next year, but this hasn't stopped us from digging around for fresh game information to quench your thirst.

This month we've uncovered hard details of how the game will connect to a GB Advance, as well as bringing you the first shot of Link's little sister, Arill, whose kidnapping at the hands of a giant red bird is the motivation behind Link's latest adventure.

It appears the GBA link-up will not require a cart to work as data is streamed to the handheld's internal memory via a Link Cable. Even more exciting is the news that the link-up will allow another player to work alongside who is playing the GameCube quest.

From what we understand the secondary character is Tingle, last seen

in *The Legend of Zelda: Majora's Mask*. The person playing the GBA won't have the benefit of the GameCube's graphics, but will be able to play using the map taken from the bottom right corner of the GameCube adventure. Players will be able to move alongside Link and perform a task to help the diminutive hero in his quest.

So far we've learned that four moves can be assigned to the GBA, along with a function to catch up with Link if the GBA player gets left behind. One attack appears to be an explosion that can destroy a group of enemies while another is designed to catch Link's attention if an enemy is creeping up behind him. Cool stuff without a doubt and just the sort of innovation we've come to expect from Shigeru Miyamoto and his merry band of super coders.

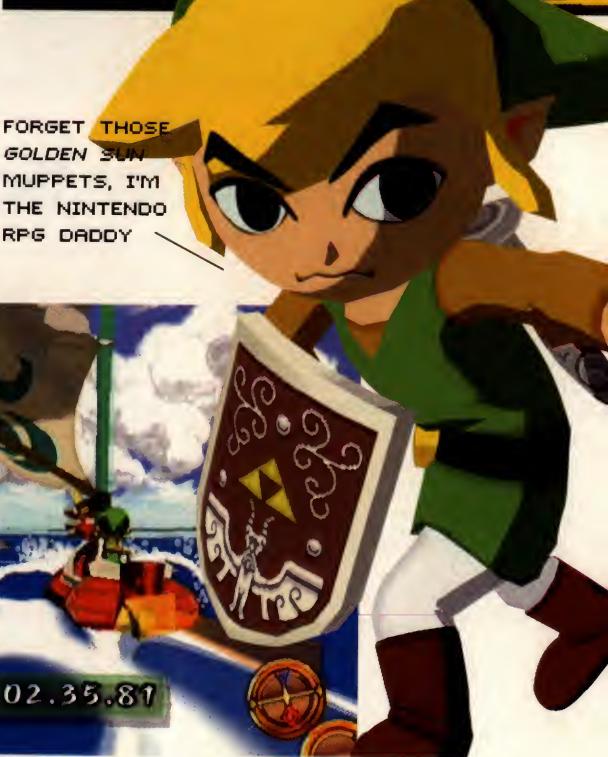
You'll have to strafe around your enemy before laying a killer attack on them



Boss battles in the middle of a fiery cavern will put you in a right old sweat



FORGET THOSE GOLDEN SUN MUPPETS, I'M THE NINTENDO RPG DADDY



□ This little lady is Link's sister Arill. Expect the giant bird to swoop in at any moment



□ You'll have to keep shuffling around the ledge while waiting for the bird to swoop down before you can swipe your sword





STARFOX ADVENTURES • GAMECUBE • 22 NOVEMBER

STARFOX ON TWO DISCS

IS THIS GAMECUBE'S BIGGEST GAME?

What lasts 80 hours, has more fox than a hunt meeting and spans two GameCube discs? *StarFox Adventures* that's what, so put out the bunting and prepare for the fox on the box.

It's safe to say we're rather excited about this and you should be too because we think this could be the adventure game of the year. Already three whole years into development, the joint project between Rare and Nintendo of Japan is now coming to a close as the finishing touches are put into place and a 22 November is announced.

Rare hasn't released any new gameplay details since May's E3 show, but rumours on the internet state that the game will come on two discs, and if true, shows Nintendo is still committed to producing long games. Expect a full playtest over the next couple of months, but in the meantime feast upon these shots and be very thankful that good things come to those who wait.



Faithful friend Slippy will give expert advice to Fox McCloud



1 YOUR VOTE

Last month we asked you...

"WITH GAMECUBE GAMES AT £39.99, IS £29.99 TOO MUCH TO PAY FOR A GAME BOY ADVANCE GAME?"



YES, WHAT A RIP-OFF

82% VOTES

"If I'd saved up £30 and had a choice of buying a Game Boy Advance game or waiting until I had saved another £10 to get a GameCube game I would wait. Let's face it, GameCube games are much larger and more impressive than any Game Boy Advance games."

David Tennant

NO, I'M RICH

18% VOTES

"Just because the carts are so small doesn't mean less effort has been put into the games, just take *Broken Sword* for example."

Daniel Raisen

This month we ask you...

"WILL POKEMON RUBY AND SAPPHIRE BE THE BEST POKEMON GAMES YET?"

IF YOUR ANSWER IS YES
SEND YOUR E-MAILS TO:
Nompoll-one@emap.com

IF YOUR ANSWER IS NO
SEND YOUR E-MAILS TO:
Nompoll-two@emap.com

Remember to include any relevant comments

NEXT MONTH

DISNEY'S MAGICAL MIRROR STARRING MICKEY MOUSE • GAMECUBE • 13 SEPTEMBER

TAKE THE MICKEY

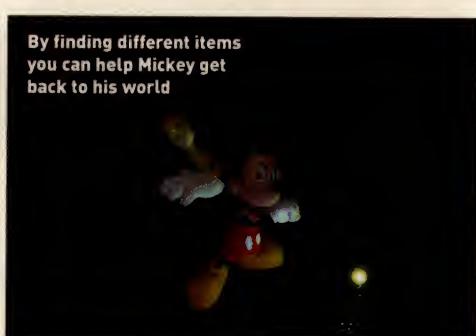
DISNEY'S BIGGEST STAR IS ALL SET FOR HIS LATEST QUEST.

Mickey Mouse, the rodent with star appeal, is about to bring his unique style to the Nintendo GameCube, in a title that will link-up with his GB Advance debut, *Disney's Magical Quest Starring Mickey and Minnie*, which is due to be released on 27 September.

Disney's Magical Mirror Starring Mickey Mouse is a quest to guide Mickey back to reality after he becomes trapped on the wrong side of a mirror, in a world where odd occurrences are never far away.

To save the day players will have to collect pieces of a mirror strewn about the mad house where he finds himself trapped. To do this, Mickey will have to out-fox enemies, solve puzzles, take part in flying levels and even try his hand at snowboarding.

By connecting the game with the GBA title gamers will be able to receive tips to complete Mickey's GameCube quest. This promises to be an easy going quest for Disney fans of all ages, and judging by the shots, Mickey's world has been captured perfectly.



TOP GUN
COMBAT ZONES

**IT'S ABOUT
BEING AN ACE**



FREEKSTYLE • GAMECUBE • OUT SEPTEMBER



FREEKSTYLE

THINK SSX TRICKY, BUT ON MOTORBIKES.

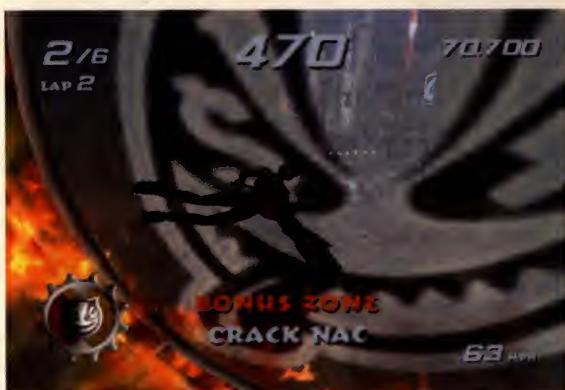
Forget real tracks and real events, *Freekstyle* wants to take you to a place where the laws of physics are as warped as tricks you're able to pull.

Freekstyle does in fact star eight real characters from the world of freestyle motocross, with the likes of Mike Metzger, Brian Deegan, Stefy Bau and Mad Mike Jones on hand to show you how to break out some sick tricks.

The game will feature over 100 unique tricks with the ability to chain together multiple stunts for high scoring combos. There will be nine distinct courses to burn, with six circuit based tracks and three freestyle venues that boast death defying ramps, jumps, ravines and cliffs. Expect it to be accompanied by an extreme soundtrack, no doubt featuring noisy American bands like Linkin Park.



Use the ramps or burn to death. You decide



Expect to perform way over the top tricks in *Freekstyle*



Life is a rollercoaster,
just got to ride it

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**Virgin
Interactive**

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REIGN OF FIRE • CINEMA/GAME BOY ADVANCE/GAMECUBE • 23 AUGUST (FILM), 14 NOVEMBER (GBA), 5 DECEMBER (GAMECUBE)

REIGN OF FIRE

SEE THE FILM FOR FREE PLUS EXCLUSIVE SHOTS AND INFO ON THE FORTHCOMING GBA AND GAMECUBE *REIGN OF FIRE* TITLES.



We've teamed up with Buena Vista and Bam! Entertainment to bring readers of *Nintendo Official Magazine* an unbeatable offer to claim two free tickets to see the forthcoming Hollywood blockbuster, *Reign of Fire*.

Reign of Fire is the latest film from Rob Bowman, the man responsible for *The X-Files* movie and is set 20 years in the future. The world is under siege from an army of fire-breathing dragons who were accidentally awoken from their hibernation by a hapless construction engineer.

Mankind has been all but wiped out, but a small band of people, led by Quinn Abercromby (played by Christian Bale) have stubbornly resisted the dragons' attacks from their base in a deserted castle set in the scorched remains of the English countryside. The beleaguered community is joined by American maverick Van Zan, played by Matthew McConaughey, who claims to know how to defeat the scourge of the dragons. What follows is an all-action battle to save mankind from extinction with spectacular special effects and amazing looking dragons.

Reign of Fire is also coming to Game Boy Advance and GameCube and we've managed to get some exclusive shots of the games. Both

titles follow the plot of the film closely, but with one vital difference – the ability to play as either a human or a dragon. If players choose to play as a member of the resistance movement they must undertake a series of do-or-die missions against the dragons, using a selection of weapon-heavy vehicles, culminating in a battle to destroy the sole male dragon.

Playing as a dragon offers a very different experience as players start as an infant dragon, responding to its basic instincts to destroy anything that's not of its own kind. As the game progresses the dragon will mature and gain more power.



Do you think it's dead?



With the rockets all gone they're down to their rifles. These are as effective as a chocolate fireguard against the beasts of the air who circle, picking their time to attack

TERMS AND CONDITIONS:

This page may be exchanged for a pair of private preview screening tickets for *Reign of Fire*, Certificate 12. Present this page to the cashier at a participating cinema, during normal box office hours only, between Monday, 5 August and Tuesday, 20 August 2002 inclusive. Tickets are strictly subject to seat availability. Photocopies will not be accepted. There is no cash alternative. Tickets are non-transferable. Screening times as listed, there is no late admittance.

To the Cashier: Please exchange for a pair of preview screening tickets for *Reign of Fire*, Certificate 12, on Wednesday, 21 August 2002.

PARTICIPATING CINEMAS

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SHOWCASE CINEMA	MANCHESTER
UCI CINEMA	LONDON GREENWICH

6.30PM FOR 7.00PM ON WEDNESDAY, 21 AUGUST 2002

New locations await in *Tony Hawk's 4* including a tennis court. Whatever next...



TONY HAWK'S PRO SKATER 4 • GAMECUBE & GAME BOY ADVANCE • 27 NOVEMBER

MORE TONY FOR YOUR MONEY

WE'VE GOT THE FIRST GBA SHOTS OF *PRO SKATER 4* AND SOME NEW GAMECUBE SHOTS. AIN'T LIFE SWEET.

You've got to hand it to the Hawkster. His games may arrive with all the regularity of your birthday, but this hasn't stopped the development teams from trying to raise the bar every time they release a new *Pro Skater* game.

The next instalment looks like being the best yet and from our recent playtest it's obvious the game's receiving a lot of attention. With a late November release on the cards there are now tighter controls and sharper graphics compared to the version we played back in June.

Aside from improved graphics, *Tony Hawk's Pro Skater 4* has a radically revamped Career mode. The biggest change is how you complete objectives and now players are free to skate a level without the pressure of a clock counting

down. Tasks are only issued if you stop and talk to one of the many characters ambling around the levels and you can even duck out of an objective and start another one if you're finding it too tough. In practice this new system works brilliantly and makes *Pro Skater 4* much less linear than in previous outings.

Another change from previous *Tony Hawk* games is the way in which you can play the game on Amateur setting before attempting the Professional mode. Naturally the latter contains more goodies to unlock, but we think the easier setting will work wonders for those players struggling to complete the rock hard tasks of some of the later objectives.

All in all, it's looking rosy for *Tony Hawk* fans, so expect a review in a few issues.



□ The first two *Pro Skater* GBA games are very playable so expect the next one to blow you away



□ The animation in *Pro Skater 4* looks set to continue the critical success of the series

Q & A

Nate Schaumberg, Assistant Producer, *Star Wars: The Clone Wars*

Q In the game you're essentially a small cog in a big machine, so to what extent do your actions in the game effect the outcome of the battle?

A You play as one of Mace Windu, Anakin Skywalker or Obi-Wan Kenobi. Each of them drives the story, so while each one plays a small role, together they play a bigger role in stopping the Separatists from assembling the Sith weapon. For example, as Anakin you have to go to a frozen planet to find out information while Obi-Wan is on another world fighting a battle to stop the Separatists assembling a piece of the weapon.

Q What is the Sith weapon?

A It's basically a planet killer. The weapon is a Force harvester and it sucks life out of a planet. Of course the Separatists assemble it and get to deploy it.

Q Can you explain what the multiplayer part of the game will offer?

A There are four different games, for two to four players. The first two are your standard multiplayer games. There's also Duel, which is a deathmatch and then there's Control Zone which is like King of the Hill where there's a small zone in the middle of a map. You've got to get in there and if you're successful you get points for each second you stay inside. There's also a Co-operative mode, called Academy, where up to four gamers enter an arena and face different waves of enemy attacks. It starts out with a couple of STAPs, then tanks and eventually level bosses. The last mode is called Conquest and it's a strategic multiplayer game. Each team has a base and in between each one are outposts. When you move your vehicle into one it becomes a red or blue outpost and if you stay there you can start building defensive turrets surrounding it. After you've produced four turrets the outpost will start producing offensive units, like tanks. You can then take out enemy turrets and outposts.

Q Is there a strategy element to the single player mode?

A All the missions are completely different in *Star Wars: The Clone Wars*. There are some levels where you'll start out with an objective and then part way through your mission something will occur and you'll have to finish another objective or bonus task, like saving all your wingmen. On some covert missions you will find yourself on your own, though on some others it's Obi-Wan and Anakin. Other levels will see you controlling Obi-Wan Kenobi with three fighter tanks at your disposal. You can then issue commands to attack certain objects, have them sit with you or send them to break and they will go ahead and attack whatever enemy is closest to them.

STAR WARS: THE CLONE WARS • GAMECUBE • OUT OCTOBER



CLONE WARS

HARD FACTS ON THE MULTIPLAYER AND BACK STORY.

Recently we had the good fortune to sit down with one of the producers of *Star Wars: The Clone Wars* to find out a little more about the game's multiplayer delights and you can read what he had to say on the opposite page.

To refresh your memory, *The Clone Wars* picks up where *Star Wars Episode II: Attack of the Clones* left off. In the game you take control of Anakin Skywalker, Mace Windu or Obi-Wan Kenobi and must travel to six planets in an attempt to halt the Separatists from assembling their planet destroying Sith super weapon. Most of the missions take place on the ground, in a variety of bone fide *Star Wars* vehicles, and feature mass battles involving hundreds, if not thousands of troops. So take a seat, pour yourself a cup of tea and pour your eyes over these awesome screenshots.



Enemy droids will use all their powers against you



□ You will also get to control land vehicles and destroy whole Separatist platoons. You can also zoom in to pick out your targets with ultimate precision



□ Prepare for some amazing dogfights from the cockpit of awesome *Star Wars* craft

BLOOD OMEN 2 • GAMECUBE • OUT OCTOBER

Blood Omen 2

AFTER A 400 YEAR SLEEP KAIN NEEDS A HEARTY BREAKFAST OF FRESH BLOOD AND VIOLENCE. TASTY.

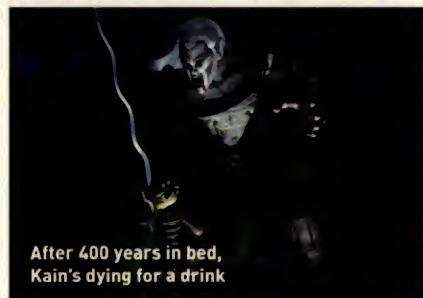
□ GameCube owners on the lookout for adult orientated gaming have another promising title to look forward to in the guise of *Blood Omen 2*.

Following the adventures of a blood sucking anti-hero called Kain and set in the fantasy world of Nosgoth, you must reap terrible revenge on the vampire slayers who almost killed him.

This promises to be an adventure as much about exploring the gothic locations and solving puzzles as it is about battling the hordes standing in Kain's way, most

notably the Sarafan order, who like vampires about as much as they do Buffy.

Kain's quest is hampered by the fact that he needs a constant supply of blood to energise his body, which after a 400 year sleep is critically weakened. Luckily, his long kip hasn't robbed Kain of his blood sucking skills and in the game you'll be able to dispatch enemies in a variety of ways and then drink their blood. So far we've seen Kain impale enemies on his giant claws and suck blood from up to four feet away using his dark powers.



After 400 years in bed, Kain's dying for a drink

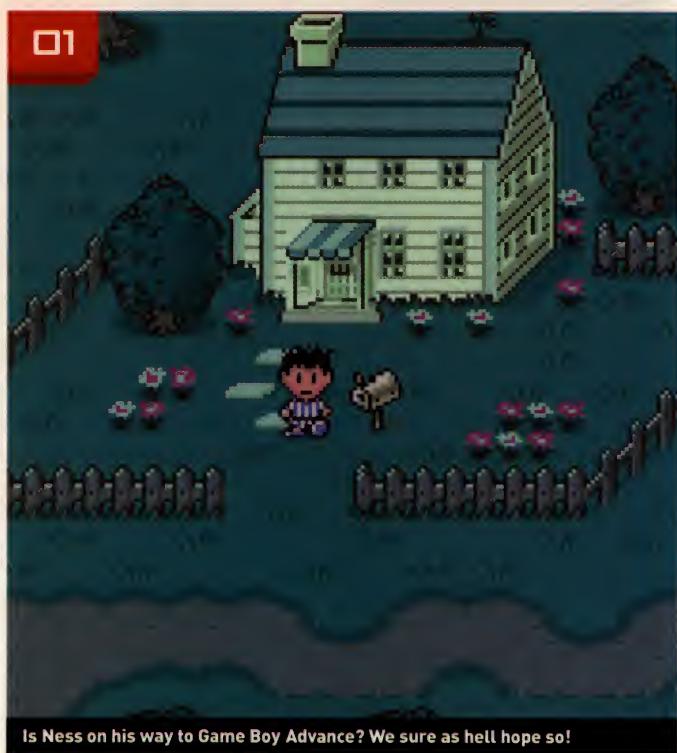


Bottoms up! Cut some throats and you can drink the claret of your victims



10 HOT GAMES YOU'LL BE PLAYING THIS TIME NEXT YEAR

IT'S THAT PART OF THE MAG WHERE WE LOOK INTO OUR CRYSTAL BALL AND PREDICT WHAT YOU'LL BE GLUED TO OVER THE NEXT YEAR.



Is Ness on his way to Game Boy Advance? We sure as hell hope so!

01



Nightfire won't star any made up Bond, but a likeness of Pierce Brosnan

02



Can you stop crime in Los Angeles?

03



These vixens are now on GameCube



OUT: TBC

01. EARTHBOUND

If recent internet rumours are to be believed it appears *Earthbound*, the classic NES RPG is on its way to Game Boy Advance. The game stars a young lad with psychic powers called Ness, who you may know from *Super Smash Bros. Melee*. It's up to Ness to find out the truth behind alien appearances and why animals are going berserk. With the deluge of classic NES and Super NES remakes we think this internet rumour might well be true.



OUT: MARCH 2003

03. TRUE CRIME: STREETS OF L.A.

Boasting 400 square miles of L.A., complete with famous landmarks like the Chinese Theater, this is a John Woo inspired roamer anywhere crime caper clearly influenced by *GTA3*. Playing as undercover agent Nick Kang, you must pit yourself against vicious Chinese and Russian gangs as you try solving crimes in a game that will incorporate driving, shooting and fighting elements.



OUT: NOVEMBER 2002

02. JAMES BOND 007: NIGHTFIRE

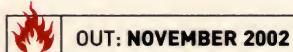
Much is expected from Electronic Arts' forthcoming Bond game, *James Bond 007: Nightfire*, and after a recent playtest we can confirm the game's coming on leaps and bounds. *Nightfire* is an original Bond story, unconnected to the forthcoming film *Die Another Day*, but after striking an agreement with Pierce Brosnan *Nightfire* will have a likeness of the latest James Bond star.



OUT: 2003

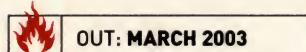
04. SKIES OF ARCADIA

We've learnt that *Skies of Arcadia* is to be an exclusive GameCube port after the PS2 version was scrapped earlier this month. *Nintendo Official Magazine* has also discovered that the team responsible for the GameCube version are the same coders behind the highly rated Dreamcast original. The team has also stated that they intend to add many exciting new gameplay elements to the GameCube version, as well as tidying up the graphics.



05. WRECKLESS: THE YAKUZA MISSIONS

The crime ridden streets of Hong Kong need cleaning up and come November GameCube owners will be able to take on the might of the Yakuza crime syndicate in a driving based action game with over 40 high speed missions. Players will be able to play the role of either an elite anti-Yakuza squad member or high ranking secret agent who is sent in to investigate the ties between the Yakuza and the Hong Kong police. Very fast and very mental, we'll have more next issue.

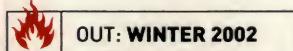


06. SHAUN MURRAY'S PRO WAKEBOARDER

Wakeboarding might not be as well known as skateboarding or snowboarding, but this hasn't stopped us being impressed by *Shaun Murray's Pro Wakeboarder*. Wakeboarders are towed behind a high powered speedboat and trick off ramps, rails and anything else they come across, making for a gaming experience that's faster paced than a *Tony Hawk* game. From the rolling demo we've seen it's every bit as good looking as a *Pro Skater* title and could be another Activision 02 hit.

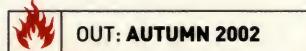


Take on the Yakuza on the streets of Hong Kong



07. ECKS VS. SEVER 2

Last year's original was one of the surprise hits of 2001 and we're expecting the second instalment to be every bit as good. The game is inspired by the forthcoming Hollywood blockbuster of the same name starring Antonio Banderas and Lucy Liu and follows the exploits of Ecks and Sever as they investigate the illegal arms trade, both in the US and abroad. The game will come with 24 single player missions and a further five multiplayer modes.



08. NEED FOR SPEED: HOT PURSUIT 2

The *Need for Speed* series is coming to GameCube in a couple of months and it's bringing with it a whole stable of high performance motors, including Tim's company car, the Ferrari 360 Spider ('yeah right' - Ed). The game pits you against other drivers on traffic filled roads that are swarming with police cars and environmental obstacles like bush fires and dust storms. This version will even let you bust law breakers as you take the wheel of a police car.



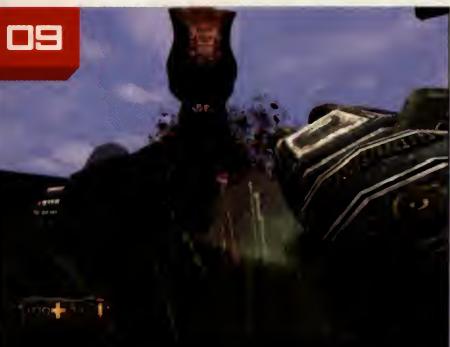
Hold your balance on the rails or you'll be taking a dip



Forget this lot, let's go and hunt for Lucy Liu



Hot Pursuit 2 is shaping up very nicely indeed



The dinos are rampaging again in *Turok Evolution*



The freezing Arctica track will be yours to race in *Rally Fusion*



09. TUROK EVOLUTION

There isn't long to wait now, with a UK release date pencilled in for the end of September, so we thought we'd share with you an awesome screenshot from the dino hunting epic. We've also learnt that the weapon count for the game is around 30 at the moment, with some serious heavy metal on offer, including a weapon that produces a black hole that sucks whole groups of enemies into its centre. We've also noted how much more alive the levels are starting to look, which can only be a good thing.



10. RALLY FUSION

We recently saw Activision's *Rally Fusion* running and it's shaping up to be a stunning looking racer that's very much in the same mould as the seminal *Sega Rally*. The game has many of the big names in world rallysport, with Marcus Gronholm, Walter Rohrl and Didier Auriol included for your racing pleasure. While the drivers and cars are real, the courses are all pure fiction and all the better for it with courses that will test even the best rally drivers with alpine ski resorts, an Inca trail and a giant stadium to race around.

THE BIG SCOOP



■ The game of the year is about to lift-off



■ Just look at those beautiful water effects



■ Mario will face adversaries both old and new

SUPER MARIO SUNSHINE

This is a make or break title for Nintendo, with a gaming world waiting to hear whether Mario still has what it takes to entertain gamers in the 21st Century. Prepare for some good news, Mario's back and hotter than ever...

<http://www.nintendo.com>

Mario returns with yet another barn-storming romp that picks up where *Super Mario 64* left off, adding a whole truckload of typically inspired Nintendo ideas to create what is surely one of Mario's and Shigeru Miyamoto's most original and funniest quests ever created.

Release:
4 October

Developer
Nintendo

Game Genre
Platform adventure



NINTENDO
GAMECUBE

Is it as good as *Super Mario 64*? Is it the best *Super Mario* game ever? How long does it last? What do you have to do? We've had every conceivable *Super Mario Sunshine* question here at *NOM* and we can now fill in the blanks and give you the full run down on what must be the most talked about game of the year.

One thing's totally noticeable from the start and that's how the move to GameCube has really enhanced the look of the game. It may have the general style of previous *Super Mario* titles but the worlds are bigger and far more detailed. They go beyond even the best that appeared in *Super Mario 64*, with more incidental surprises happening in the background that add a vibrant and bustling feel to the game's locales with typically odd-ball creatures animated to near perfection. Everything has a solid look and the extra console power means that this is the most complete Mario title ever.

The game starts with a lengthy intro movie in which we get to hear Princess Peach speak, and it's just as girlie as you could imagine. Toad's heard chattering too, and very self important he sounds. The only character not talking is Mario – now

President of the Mushroom Kingdom – but we can confirm from his thought bubbles that Mario has a liking for seafood and tropical fruit. The fleshed out story is a nice addition, but don't think for a minute that we're talking about a story as convoluted or as complex as your run of the mill RPG. This is a Mario game and the facts are these – Bowser's involved, there are cool items to find and Mario will have to jump, flip, wall jump and butt-stomp to save the day.

This time around our intrepid adventurer is enjoying a sunshine break on a holiday paradise called Isle Delfino with Princess Peach and her entourage of Toads. As they touch down in their red plane, they're accosted by the island's inhabitants who are incensed by a graffiti artist blighting the island, who they believe is also responsible for the theft of the sunshine giving Shines.

The culprit bears more than a passing resemblance to our plumbing hero and the angry locals demand Mario cleans up the mess, find the Shines and bring peace back to Isle Delfino. Never one to balk at a challenge, Mario vows to clear his name and clean up the seaside resort so he can continue his sunshine holiday.



Reader Reporter's Verdict

Hey, don't just take our words of praise for Mario's new game because as announced last issue one lucky reader got the chance to play *Super Mario Sunshine* and give us his verdict.

The lucky fella who won our exclusive competition was none other than Adam Stewart from Halifax who travelled down to *Nintendo Official Magazine*'s offices to spend the day playing *Super Mario Sunshine*. Throughout this Big Scoop you'll be able to read what our Mario expert has to say...



ADAM ON GRAPHICS

"The graphics in *Super Mario Sunshine* are amazing and look so realistic. The water effects are much better than those found in *Super Mario 64* as they were grainy and a bit boxy. These graphics are much smoother."



Our hero can even skid along on his belly, giving him an extra burst of speed



□ A mechanical Bowser makes an appearance, but does the real thing turn up in the game too?



□ The islanders are an odd looking bunch, but if you listen to what they have to say you'll go far as they've got some important snippets of info for you



□ The cable jumping parts of the game are pure class and just as much fun as they look



□ That ain't Mario you are standing next to Peach! That's the guy who has been making all the mess

Just as he's about to start, Mario chances upon a water carrying backpack made by none other than Professor E. Gadd, the nutty scientist last seen in *Luigi's Mansion*. This fine gizmo known as FLUDD (Flash Liquidiser Ultra Dousing Device) allows our hero to fire two powerful jets of water to hover temporarily or blast a single jet to clean up the thick gunk that is blighting the tropical landscapes of Isle Delfino.

Just as soon as he puts on his Gadd gadget Mario spots a shimmering blue figure. Taking chase, Mario soon discovers the character looks identical to himself save for two bright red eyes and glistening blue skin. The villain of the peace has his beady eyes on Princess Peach, who in time-honoured tradition manages to get herself kidnapped once again although this time she



□ Enter the manholes to use the island's tunnels

holds out for at least four or five hours.

Just as Mario thinks he's caught his alter ego the evil wrong doer jumps through a portal. Seconds later our portly plumber follows him and it's at this point that the game really gets going.

The first location Mario explores is Bianca Hills, a stunning sun drenched village set behind beautiful rolling hills which stretch for what seems like miles.

There are eight Shines to be found here giving players ample opportunity to nose around every inch of this idyllic resort. The

first thing you'll find is what appear to be telephone lines, zigzagging across the village, all at different heights and intersecting each other at various points. It transpires that these cables are elastic, so when Mario jumps on one he's propelled high into the air and quite possibly near items you've been wondering for ages how to reach. It's possible to jump from one cable to the next and his trampolining is all accompanied by Mario's whoops of delight as he's catapulted into the stratosphere; his legs wagging ten to the dozen as he leaps.



□ Within minutes of starting the game you'll be jumping like a professional



□ With all his considerable bulk Mario can float extremely well in the water



□ This view is great for taking a look about to see where you need to go next



□ To beat this boss you'll need to pull off all the tentacles while avoiding its attacks



Shine Get! This is the sight you'll grow to love over the course of the game

Nintendo has been teasing us with screenshots for months so by now Mario's FLUDD should be old news. But after finally playing the game we can confirm that Mario has two new ways to use Professor E. Gadd's contraption at the start of the game, with more FLUDD attachments to find.

These are usually found in crates or hidden from view in caves and on ledges and the first you'll receive is a rocket add-on. This class piece of hydro kit is capable of launching Mario hundreds of feet into the air and with the camera pulled right out it's a great way of getting a bird's eye view of Isle Delfino. It also cuts down on the time it takes to traverse the game's deceptively large locations, too.

The second FLUDD piece you'll find is the propeller add-on that can propel our Italian stallion across water and land at breakneck



□ Super Mario Sunshine has some of the best reflection effects we've ever seen in a game



まちの ちゅうおうの ふ

□ This is one of the great puzzles to look forward to. To complete it you'll need to stun the creatures with water before catapulting them off the mirror



ADAM ON SOUND

"The music is very soothing and relaxing – it's got a true Caribbean style. It was brilliant to hear Princess Peach talking as it sounded just as I had imagined. Toad was weird, but hearing them talk makes a change."



This section challenges you to collect eight Red Coins as the bird swoops through the air. We aren't going to lie to you – this is a tough part of the game



speed. It's just the sort of quirky innovations you'd expect from the lab rats at Nintendo of Japan and rather than feeling like a cheap gimmick the multi-function backpack feels central to the game, as it's used for everything, from travelling and fighting to solving puzzles.

In fact, it's a testimony to how well the backpack idea works that when Mario doesn't have it for occasional platform jumping levels he feels somehow incomplete. It's just more fun with the water pack – something Mario purists might find hard to believe and it's original touches like the backpack and cable jumping that makes

Super Mario Sunshine much more than a clone of *Super Mario 64* and we'll testify that you'll be grinning from ear to ear even after the 50th cable jump or rocket launch.

Aside from these innovations there's a dizzying amount happening on each level, not least the cast of wacky locals ambling around. Many have something to say, some even give you pointers and those covered in sludge will reward you with a coin or two for cleaning them up with a quick blast of water. Talking of coins there are literally hundreds to be found and after finding 50 you'll get an extra life, instead of the 100 Coins needs in previous *Super Mario* adventures.



ADAM ON HIS FAVOURITE PART

"I love the part on the Pinna Park level when you're chasing Baby Bowser and he goes into the pool to call up the gigantic robotic Bowser. As you fight the robot on the roller coaster it's one of the best gaming moments ever."



Not everyone's so friendly on Isle Delfino though and you can expect some sinister characters to get in Mario's way. Swooping ghosts always trouble you, especially when you're high up on a ledge or on top of a building contemplating a make or break jump. Likewise, there are large circles of yellow flowers which on closer inspection turn into a cross between a caterpillar and an angry sunflower. The frequent splodges of brown sludge also hide another constant threat, with translucent aberrations rising from the gunk to steal a portion of your life. The psycho Piranha Plants also make a return, with many nasty varieties to face, ranging from those that spawn gunge covered boulders to others that prefer to vomit over our poor hero. Beating them

involves everything from giving them an early shower in the gob to getting in a set number of butt-stomps.

Bianca Hills is just one of *Super Mario Sunshine's* seven locations. There's also a busy port area called Ricco Harbour, switchable mesh fencing making a return from *Super Mario World* and a turbo powered squid to ride and race.

Deeper into the game you'll enter Mamma Beach, a white sandy bay fringed with palm trees and a massive tower set back from the water. This structure is the centre of a great puzzle that sees our Italian hero attempting to catapult giant duck-like creations off swivelling circular mirrors. All you've got to do is head to the opposite side and butt-stomp the mirror to watch them fly!





□ Some of the bosses are really difficult to beat, like this polluting octopus



IF A GIRL ASKED TO JOIN YOUR GAME OF FOOTBALL, WOULD YOU:

LAUGH AND TELL HER TO GET LOST? **TURN TO PAGE 49**

***** OR *****

STICK HER UP FRONT AND SEE HOW GOOD SHE IS? **TURN TO PAGE 53**

ROBINSONS
FRUIT SHOOT
WITH ADDED VITAMIN POW!
Orange and Peach

NEW THINKING
NEW DRINKING

Mario will also be able to enjoy all the fun of the fair at Pinna Park, a sprawling amusement park right by the seaside that includes such attractions as a rickety roller coaster and a giant Bowser robot. Pinna Park is also where the true identity of the Mario lookalike is revealed, but don't worry, we won't spoil it for you.

To access each area of the game Mario has to enter portals which are opened by beating bosses and collecting a set number of Shines. The portals are sign posted by graffiti bearing an 'M' initial. By dousing the letter with the FLUDD the letter will become a portal to pass through, taking you to one of the seven areas on Isle Delfino. This means you can skip from one location to another without having to finish all the challenges set for each area. This works great for when you're stumped on a particular puzzle because you complete another task and return once you've calmed down and removed the controller from the wall.

Another helpful way of getting around are



□ Pinna Park is home to huge amusements



□ Super Mario Sunshine is home to new characters



□ Look at the graphics! It's so beautiful!



ADAM ON MARIO'S COOL FLUDD

"It's a great add-on to the game. I once thought it was going to be too similar to Luigi's vacuum, but it's a great idea, especially as it's hard to run out of water. I like the variation to the FLUDD too as you've got to find the rocket attachment and propeller."



With beaches like this who needs a summer holiday? Not us!



With the propeller FLUDD add-on you can give Mario a speed boost



ADAM ON DIFFICULTY

"It's harder than *Super Mario 64* because you have to think about your tasks more. It's not just a case of running straight up a hill and completing an objective as there's more to this game and far more variety to the challenges on offer. The developers at Nintendo have also made it harder so it isn't too short or easy when compared to *Luigi's Mansion*."



the tunnels that span the island's playable areas. By destroying barrels, crates and anything that looks faintly breakable you'll uncover circular manhole covers bearing a sun and moon design. By butt-stomping them, Mario can enter the tunnel complex below and exit by any other manhole covers that have been activated.

Through exploring it becomes clear that the FLUDD plays an integral role in solving the puzzles that lie between you and over 120 Shines. Each of the game's seven locations has a minimum of seven Shines, with some harbouring up to eleven and for every ten Blue Coins you find (up to 160) you'll be rewarded with a Shine. Coins can also be redeemed for them at the shop found on Isle Delfino's waterfront.

Like *Super Mario 64* you're shown a quick sequence highlighting where or how to win

your next Shine. Some of the hints, like finding a cave, are totally straightforward while some require a little lateral thinking, such as growing plants to upturn a giant Wiggler. Other Shines are awarded for fighting bosses and you'll even win one by collecting eight Red Coins as you try surviving on top of a barrel rolling sand bird.

Although the locations in *Super Mario Sunshine* contain multiple Shines, it's only possible to move onto finding the second Shine once you've found the first. This makes a change from *Super Mario 64*, and while it may seem like less freedom, you can dodge between worlds so there's no need to collect every world's Shine before being allowed into the next. In practice it also helps to eliminate feelings of being totally lost because you always have an idea of what you need to do.



These orange critters are a constant thorn in Mario's side. You're best butt-stomping them



The FLUDD's rocket is one of our favourites as it reaches parts other attachments can't reach



ADAM ON THE CONTROLS

"The controls feel really natural and everything's simple and easy to do. You can change between the different FLUDD attachments really quickly, which can save you from losing any health. The camera does really well too, although you do have to use the C-Stick from time to time to rotate around Mario."



This challenge involves racing a rival to the top of a hill within a set time



Where ever you find black sludge you'll also find these troublesome creatures

Another big difference with *Super Mario Sunshine* is that you can ride Yoshi again. Fans might be saddened to hear Yoshi doesn't appear until later in the game, when you chance upon an egg in need of care, but treat it right and the little fella's yours.

Yoshi's a real asset and as long as you feed him fruit he'll be able to go all day. Depending on what fruit he last ate Yoshi will even turn that colour and he can also vomit fruit juice over enemies, which can also be used to clean up graffiti.

As for longevity, *Super Mario Sunshine* will be able to trump its predecessor. It's a huge game, and tough at that, with loads to find and much tougher bosses to face. Even with 20 years of cutting edge gaming behind him, Mario's still got the magic and after selling over half a million copies in a week in Japan who are we to argue? With a release set for 4 October, Mario still knows how to entertain big style. Rich Marsh



These boxes contain upgrades for the FLUDD

There's an entire island that needs help Mario!

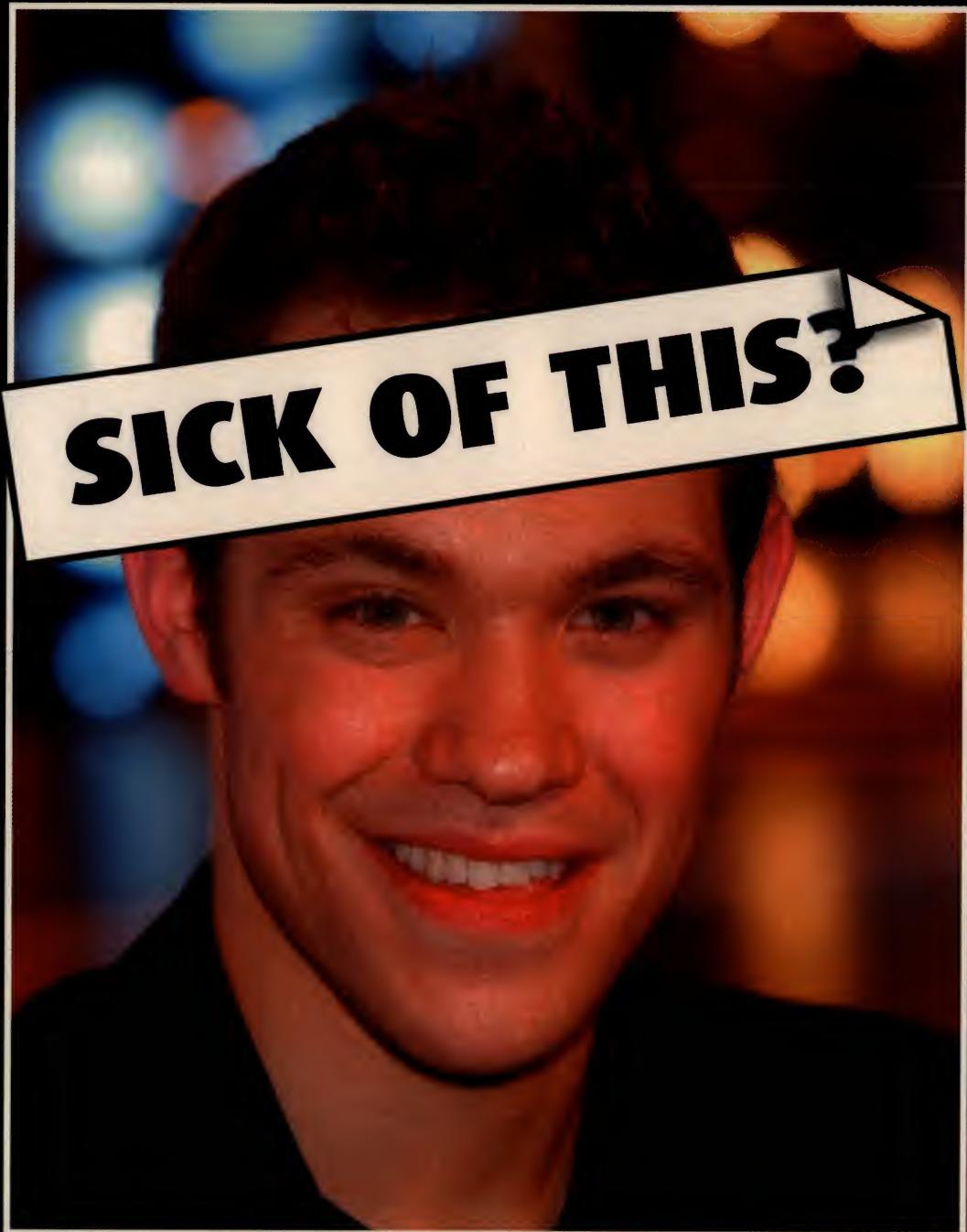
HELPS SORT OUT SLEEPY HEADS AND **BLACK HEADS**

Now you can wake yourself up with a morning wash that helps prevent spots like the rest of the OXY range. New OXY in the Shower has the same OXY cleansing action that opens up pores to the air and exposes spot-causing bacteria to their worst enemy, oxygen. And with spot-causing bacteria out of the way, there's nothing to ruin your pulling power. Now you've got a real reason to sing in the shower.

DON'T RUIN YOUR CHANCES



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Read this...

KERRANG!

www.kerrang.com



LIFE IS LOUD

Every Wednesday.

46 The Resident Evil remake is creeping onto GameCube. Be afraid. Be very afraid...



REVIEWED 9/2002

GAME CUBE

p46 Resident Evil
p52 Capcom Vs. SNK 2 EO
p54 ZooCube

GAME BOY ADVANCE

p56 Speedball 2
p58 Mat Hoffman's Pro BMX 2
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p63 ZooCube
p64 Pinky and The Brain

Plus! We got more Game Boy Advance reviews waiting on page 65 including *Tiger Woods PGA Tour Golf*, *Punch King*, *Tiny Toon Adventures: Buster's Bad Dream* and *Sabrina The Teenage Witch: Potion Commotion*, so step inside to read our verdicts.

Nintendo®

REVIEWS

WE PROMISE THAT EVERY GAME HAS BEEN THOROUGHLY TESTED BY THE EXPERTS AT NINTENDO OFFICIAL MAGAZINE, AND WE ONLY REVIEW FINISHED UK VERSIONS

HOW WE SCORE

Games are now scored out of ten. Titles that score nine or ten out of ten will receive our new TNT (Top Nintendo Title) award.



10 TNT: GOLD
Gaming perfection

9 TNT: MUST BUY
Almost perfect

8 HIGHLY RECOMMENDED
7 GOOD
6 AVERAGE
5 COULD BE FLAWED
4 POOR
3 DIRE
2 DISASTROUS
1 A DISGRACE

What to expect from each game

Watch movies using the internet link

We'll show you more in-game shots

You'll know if it's for GC, GBA or GBC

Number of players, memory blocks (GC) and carts needed (GBA)

What box to look for in the shops

How much, when it's out and who is publishing it



MAT HOFFMAN'S PRO BMX 2
DO YOU GET THAT ADRENALINE RUSH AGAIN AT THE RIDE OF TWO-WHEELED TRAVEL, AND TINKER? BETTER A GAME BOY ADVANCE UPDATE.



MAT HOFFMAN'S PRO BMX 2
DO YOU GET THAT ADRENALINE RUSH AGAIN AT THE RIDE OF TWO-WHEELED TRAVEL, AND TINKER? BETTER A GAME BOY ADVANCE UPDATE.

VERDICT

Discover more about each game

Best and worst aspects of the game

Is it worth it? Is it fun? Will you be on it for ages?

Games are scored out of ten, instead of 100%

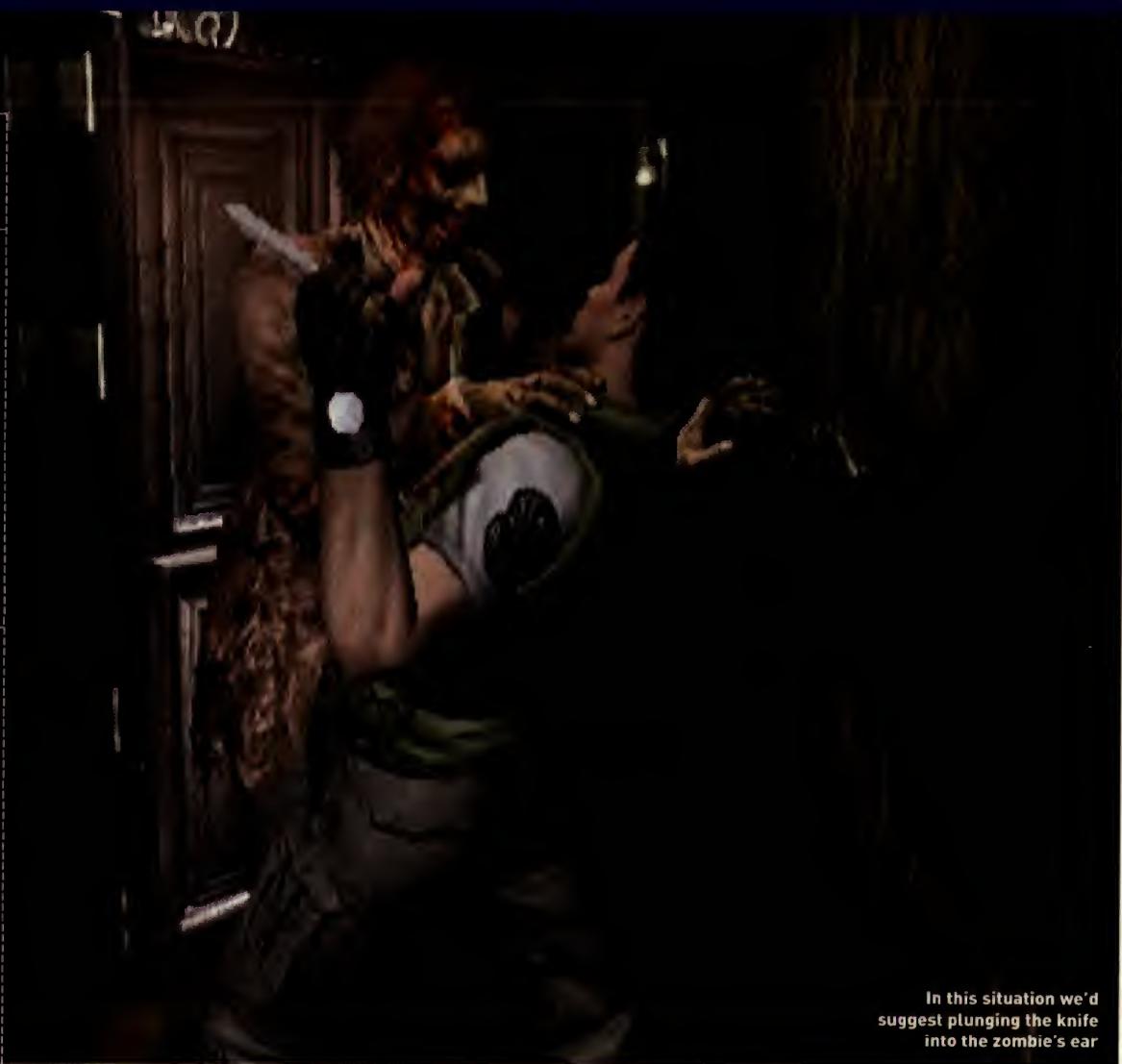
HOW OUR OFFICIAL REVIEWS WORK

LOG ON
http://www.capcom.com

IN ORDER
Capcom's seminal survival horror game arrives on GameCube with graphics and gameplay that demands the attentions of every adult GameCube owner in the UK. Exciting, scary, challenging, perplexing and absorbing, it runs in 60Hz too.



MUST BUY



In this situation we'd suggest plunging the knife into the zombie's ear

RESIDENT EVIL

CALM YOUR NERVES AND PREPARE FOR A KILLER TITLE THAT WILL SCARE YOU RIGID. THIS CERTAINLY ISN'T ONE FOR THOSE KIDS OUT THERE.



DETAILS

	1 Player		8 Blocks
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Price:
£44.99

Release:
13 September

Publisher:
Capcom

Exploding zombie heads demand next-gen graphics, without them impact is lost. The same goes for rank acid breath and rotting open wounds, all of which are integral parts of the *Resident Evil* experience, along with hideously mutated cannon fodder, mind bending puzzles, ferocious close combat and the fear of what lies behind the mansion's many locked doors.

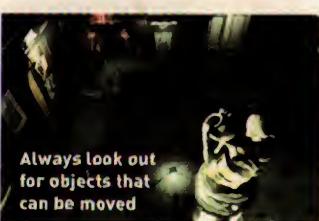
This is why *Resident Evil* for GameCube is such a tub-thumping affirmation of why Nintendo's box of tricks rocks because, at the risk of rendering this review obsolete, this is the *Resident Evil* game Capcom has always wanted to make.

For the first time technology has caught up with Capcom's twisted survival horror vision to bring gamers the best looking, playing and feeling *Resident Evil* game ever.

Okay, so it's not an entirely new game, but with a comprehensive Capcom overhaul and GameCube muscle it may as well be. Many of the puzzles have been changed beyond recognition, while some are entirely new. The same can be said for the creatures you'll encounter and the way in which they behave. And did we mention brand new parts of the mansion and the surrounding areas to explore, or the ten separate endings, or indeed the new bosses?



Sometimes they just don't die



Always look out for objects that can be moved



NINTENDO GAMECUBE

"RESIDENT EVIL IS A TUB-THUMPING AFFIRMATION OF WHY NINTENDO'S BOX ROCKS."



□ Not everyone on the S.T.A.R.S. team is singing from the same sheet y'know

► Thankfully the premise of the game remains intact in all its *Night of the Living Dead* style glory. The story starts with a beautifully animated FMV sequence showing a helicopter carrying Team Alpha of Raccoon City Police Department's Special Tactics and Rescue Squad (S.T.A.R.S.) to a remote

forest area which has recently seen people mysteriously disappear without trace.

Once on the ground the nightmare quickly begins as Team Alpha stumble across a pack of grotesque dogs ripping apart a dead body. It really is a sickening sight and a taste for the horror to follow.

The zombies may be slow moving but this doesn't stop them hurting you



□ Red Crimson Head zombies will become the bane of your life because they're fast and hardy

HOW DO THEY DO IT?

Although the screen shots on this page look impressive they're nothing compared to seeing the game running because. *Resident Evil* is one of the most amazing looking games ever created.

Capcom has achieved this level of photo-realism by using pre-rendered backgrounds, real-time lighting and character models. Because the backgrounds are pre-made and not produced on the fly they contain much more detail and by using real-time lighting from lamps, torches, candles and lightning the locations are brought to life. It's also worth noting that pre-rendered backgrounds mean the character models are highly detailed, too.



When lightning strikes it lights up the mansion

A TIP TO GET YOU STARTED

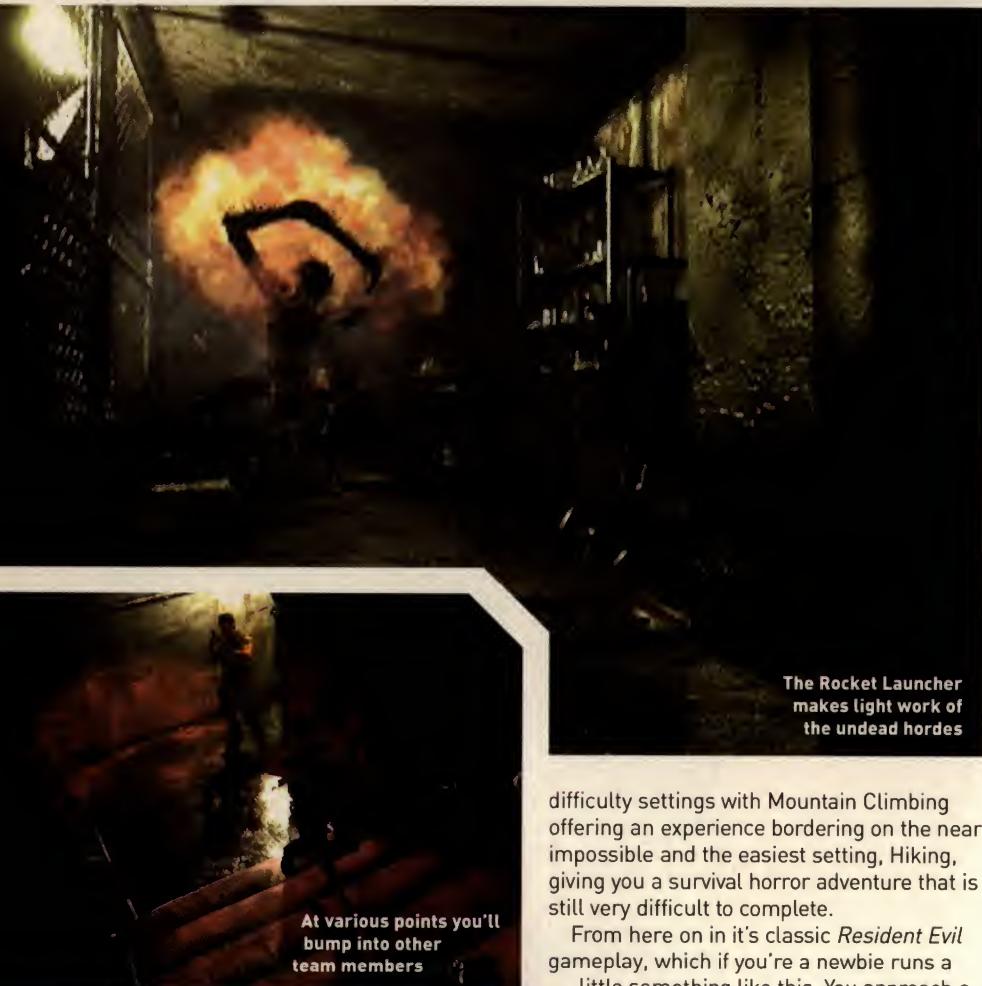
Throughout the game you'll encounter an army of zombies simply begging to be put out of their misery. But you must resist because there isn't enough ammo to take on all of them. If you can sneak past an enemy you'll find it's the only way to complete the game, even if it is a little cowardly. For part one of our definitive *Resident Evil* guide, turn the page and turn to page 46.



□ Danger lurks behind almost every door



□ Some of the locations are just plain creepy

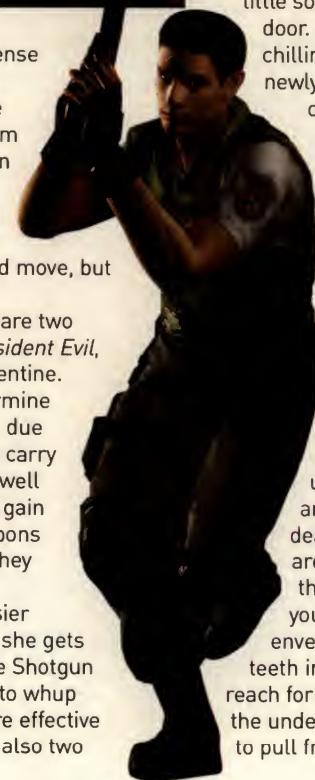


The Rocket Launcher makes light work of the undead hordes

► The half-rotting dogs sense fresh meat and turn their psychotic attentions to the watching members of Team Alpha who sensibly turn on their heals and leg it towards a dark, deserted mansion where they hope to find refuge. This is a bad move, but a great start to the game.

As you may know there are two playable characters in *Resident Evil*, Chris Redfield and Jill Valentine. Who you choose will determine the structure of the game, due in part to Jill being able to carry more items than Chris as well as the order in which they gain access to the game's weapons and the defensive moves they can perform.

Beating the game is easier using Jill, mainly because she gets her quivering hands on the Shotgun sooner, thus allowing her to whup zombie ass in a much more effective and messy way. There are also two



difficulty settings with Mountain Climbing offering an experience bordering on the near impossible and the easiest setting, Hiking, giving you a survival horror adventure that is still very difficult to complete.

From here on in it's classic *Resident Evil* gameplay, which if you're a newbie runs a little something like this. You approach a door. Music swells to an unbearably chilling crescendo. You try using a newly found key and the door flies open. You tentatively enter the room, senses twitching madly. Decaying bodies litter the floor. A low, guttural moan is heard and as you swing around a bedraggled zombie looms into view, arms outstretched ready to give you a special hug.

With hairs on the back of your neck doing a Mexican wave you take aim ready to blast some lead into the on-rushing goon. Bullet after bullet is fired but still it advances. You've backed up so far that you're against a wall and to make matters worse the dead bodies you saw on the floor are now alive and ready to join in the fun. There's no where to go and you're all out of ammo. The zombie envelopes you and sinks its rotting teeth into your neck. Instinctively you reach for a dagger which you plunge into the undead's eye, buying you enough time to pull free and pick up a twinkling item



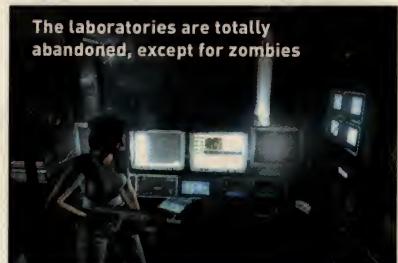
JOB FROM HELL

It's hard to believe that the creatures you meet during the game were once hard working members of society. It was just their bad fortune to take a job working for the Umbrella Corporation.

On the face of it the deal was perfect. A beautiful working environment in a stately home, complete with unspoilt countryside. Who could ask for more? Unfortunately a world of double-crossing and warped scientific experiments has contrived to turn the mansion into a zombie zoo. For the full story behind Umbrella's shady activities though we'll have to wait for *Resident Evil 0*.



Deep underground you'll uncover some hideous secrets



The laboratories are totally abandoned, except for zombies



Lying on the operating table is a disfigured corpse



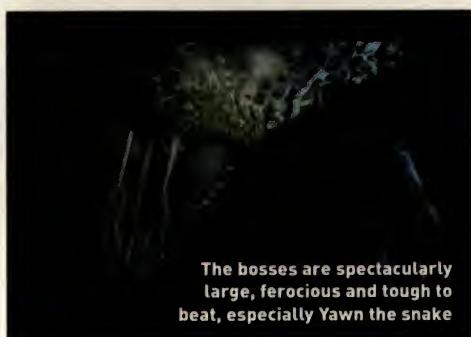
NINTENDO
GAMECUBE



These aren't the kind of dogs that respond to training



Look at the attention to detail, like the flickering candles

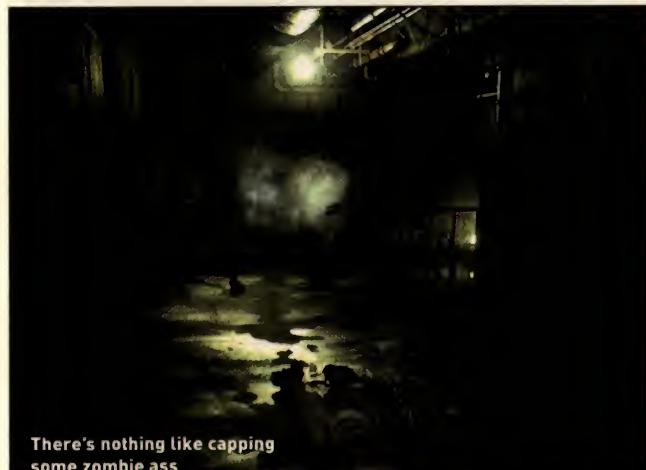


The bosses are spectacularly large, ferocious and tough to beat, especially Yawn the snake

► you spotted which plays an integral part in one of the game's twisted puzzles. With the item safely stored it's time to weave past the recovering zombie and head into another unexplored room with your heart firmly lodged in your throat and a forehead speckled with sweat.

There is nothing like it and for sheer shock value it's razor sharp. Time and again you'll be nervously working your way down a corridor when something will happen to really make you jump, and we mean jump! After a while you'll be leaping off the sofa when nothing's happening because you'll know from bitter experience that the quiet moments are often used to spring the biggest surprises, such as the time you're walking past a window and zombies crash through and chase you down the hallway. And now, unlike in previous *Resident Evil* games, they can follow you through doors, taking away the easy option of hiding in a room.

At the start you'll have to deal with bog standard zombies who are usually floored with around eight Pistol rounds, leaving them on the floor in a pool of their own blood. But in a feat of cunning these specimens will reanimate and return as Crimson Heads.



There's nothing like capping some zombie ass

* * * * *

**DON'T BE
SO SAD.**

* * * * *

**TRY AGAIN, BUT
THIS TIME
THINK ABOUT IT
A BIT MORE.**

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NINTENDO GAMECUBE

► around with one free storage space and find some much needed ammo. Then seconds later you'll find an even more important part to a puzzle, but with no spaces left you'll have to high tail it to a chest to free up some space. With every journey potentially fatal you'll constantly run the risk of dying before completing a puzzle and this will trigger your frustration if you are forced to return to your last save to start again.

All this may make the game sound like a giant pain in the ass, but nothing could be further from the truth. *Resident Evil* constantly forces you to undertake hazardous tasks and never gives you an easy ride, keeping you on the edge of your seat begging for more. You'll want to find the four Death Masks, if only to see what they do, and you'll want to enter that foreboding room just to fire a rocket into a zombie's face and see the blood and bone pyrotechnics.

Because of this *Resident Evil* is an extraordinarily taut game with pacing that never leaves you anything but fully engaged and ready for action. Add to that two playable characters with different attributes and adventures, plus ten distinct endings and you're looking at GameCube's most complete adventure to date and an example of why awesome graphics and exceptional gameplay are always a good idea. The game's just a little scary though.

Rich Marsh

Puzzle action awaits you, but is your brain up to the task?

Press which button? — From the left 1 2 3 ▶ 4

□ This sad creature has been locked up for years



VERDICT

GOOD	Visually, this is in a class of its own with atmospheric and near-photo-realism.
+	Almost a perfectly paced game that combines puzzles and intense action.
-	The majority of the puzzles are logical but some will drive you to distraction.
	The controls haven't evolved much from previous outings and feel awkward at first.
FUN	Once you've sussed the controls you'll be in gaming heaven and loving every minute.
VALUE	Until <i>Eternal Darkness</i> is released on 1 November this is one of a kind.
LIFE	A minimum of 12 hours, but only if you're the world's best. If not, over 20 hours.

Visually we knew this would be a masterpiece and now we can say with total conviction that it plays as good as it looks. If you're old enough to own it, buy it.

9



Much of the game takes place underground

► These super zombies are often faster than Chris or Jill and come armed with fingernails that could chop down skyscrapers with one swipe. They're also more intelligent and have some very evil attack patterns. Then there are the highly mobile Devil Dogs who will run and leap at you, attaching themselves to your neck.

The grimiest specimens are left for the bosses you face. *Resident Evil* stars old and new bosses to meet and they're amongst the most gruesome and vicious game characters we've ever met, whether it's Neptune the shark with its black, lifeless eyes or the multi-faced remnants of Lisa Trevor who stalks your every move. You can

also expect giant spiders, massive bees and killer snakes along the way.

But as *Resident Evil* veterans will testify the game isn't all about destroying the undead, there's also a feast of puzzle action to gorge on. Some are logical – and thus very rewarding – like turning a series of stained glass windows a certain colour to correspond with a nearby picture that will allow you access to an item. Others seem to have been hatched in the Capcom department for off-beam thinking and general misinformation where nothing is as it seems but where sheer frustration is never far away. Some of these are very time consuming and leave you wondering whether the effort is worth the meagre rewards.

Part of the problem in solving the puzzles is the limit of how many items you can carry. Items can be stored in sparsely located storage chests, meaning you'll be criss-crossing the game's locations to collect items left inside. Or more likely you'll be wandering



The rooms with storage chests are the safest places



This is the central Hall of the mansion, you'll see this many times

The birds don't attack unless you fire a gun. Shame we didn't know this

JOYPAD JOEY ALERT



► Learning to run around corners without bumping into things is vital to survival

Resident Evil games are famed for their unusual control style, and this GameCube version is no different.

Pressing forward on the 3D Stick will make Chris or Jill walk forward no matter which way they're pointing. So for people used to controlling characters by pushing the 3D Stick in the direction they want to travel, *Resident Evil* can take some mastering.

Pushing \textcircled{C} or \textcircled{D} will make your character rotate in that direction, so running around the tight mansion corners becomes a learned art. To make things easier Capcom has also included two other control methods, which we found to be just as tricky, but remember practice makes perfect.

Log on
http://www.
capcom.com

IN BRIEF
Classic fighting
action as characters
from SNK and
Capcom's stables
come together to
offer an
unprecedented
selection of fighters,
fighting styles and
team-battle options.



□ Pretty Kinderdijk in Holland provides a serene backdrop to some of the intense battles that rage in the foreground

CAPCOM VS. SNK 2 EO

ALL THE HARDEST CHARACTERS FROM THE HEYDAY OF THE 2D BRAWLER COME TOGETHER FOR ONE FINAL FIGHT ON GAMECUBE.



1-2
Players 2
Blocks

Price:
£39.99

Release:
30 August

Publisher:
Capcom

What's your favourite 2D fighting game of all time? Chances are it was made by either Capcom or SNK, two legends in the field of the fighting genre. So how cool would it be to take your favourite fighter and pit them against somebody from a totally different title? If you're drooling at this prospect then you sure as hell should read on.

Capcom Vs. SNK 2 EO offers up 44 fighters to choose from including brawlers from *Street Fighter II*, *Final Fight*, *Fatal Fury*, *Darkstalkers*, *Samurai Showdown* and *King of Fighters*. Six different fighting styles give players the chance to customise their battles and you can choose from a Ratio Match, 3-on-3 Battle or Single Match

as well as two different types of fighting styles in Survival mode.

There are also two separate control styles to choose from. GC-ism mode assigns all special and super moves to the C-Stick, allowing beginners to pull off dazzling attacks at will but this method oversimplifies the game and encourages you to use just the C-Stick to attack. On the other hand, AC-ism is for the hardcore fight fan as this forces you to use button combinations to pull off the bigger attacks. Whichever style you choose you may find the 3D Stick a little too sensitive as your fighters tend to leap into the air far too often as you try to pull off any specials.

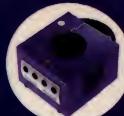
Fans may also be disappointed with the look of



□ Look at the background, look at the foreground. Something just doesn't add up



□ Sagat dishes out some justice to Kyosuke with one of his Tiger attacks



NINTENDO GAMECUBE

"IT'S DOUBTFUL WHETHER CAPCOM VS. SNK 2 EO HAS ANY REAL LASTING APPEAL."



□ Yoga master Dhalsim looks pleased with himself after knocking harmless Rolento to the ground



□ The characters look like they've come from the Game Boy Advance, but the backgrounds are superb



► the title. While it's great to see that the game remains faithful to the classic 2D style, the characters look unforgivably rough around the edges. This lack of detail is compounded by the fact that the backgrounds are incredibly vibrant – just check out the jeeps flying over your head as you fight in the deserts of Nairobi!

Capcom Vs. SNK 2 EO is an old skool fight fan's dream come true and there are enough options in here to keep the hardcore playing for ages. But with *Soul Calibur 2* some time next year it's doubtful whether this has any real lasting appeal.

If you love classic brawlers then this should be high on your list of priorities but if you're expecting anything other than a compilation of the best moments from yesterday then you won't find it here. **Dominic Wint**



□ There's no denying the list of 44 characters is very impressive



□ People love to stand talking as the mother of all fights ensues

VERDICT

GOOD

- As comprehensive a selection of fighters and fighting styles as you'll find anywhere.
- Fast-paced and fluid with some jaw-dropping 3D backgrounds.

BAD

- Over-sensitive controls make it difficult to pull off the special and super moves.
- The characters are showing their age with incredibly low detail and rough edges.

FUN

- Absolute beginners can be fighting in no time thanks to the GC-ism mode.

VALUE

- Six fighting styles and 44 characters means fighting fans will be in heaven.

LIFE

- Plenty of moves to master and routes to choose but the controls could put you off.

Those with fond memories of the glory days of 2D fighters are in for a treat but the fickle modern gamer will yearn for *Soul Calibur 2* and its third dimension.

6

IT'S LADIES NIGHT

If you like looking at Japanese cartoon girls with unfeasibly big, er, combos then you've come to the right place.

Capcom Vs. SNK 2 EO office favourite at the minute is Mai from *King of Fighters*, but soldier's friend Cammy isn't too far behind especially when you consider that she was fleshed out by the gorgeous Kylie Minogue in the *Street Fighter* movie.



If you like, you could cut out a picture of Kylie's head and stick it on this screen shot to cover Cammy's mug

RESPECT.

YOU'RE JUST

THE TYPE OF PERSON

WHO'D ENJOY DRINKING

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* NEW THINKING NEW DRINKING *

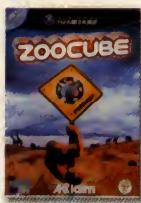


<http://www.acclaimuk.com>

Dr Buc Ooze loves to experiment on animals and trap them inside unnatural shapes. Only one piece of equipment can reverse the process; the ZooCube. Your job is to deploy the Cube and match up pairs of animals to free the beasts and defeat the evil Ooze.



ZOOCUBE



Price:
£39.99

Release:
Out Now

Publisher:
Acclaim

A NEW PUZZLE GAME TO TEST YOUR SKILL AND TRY YOUR PATIENCE. HAVE YOU GOT WHAT IT TAKES TO SAVE THE ANIMALS FROM EXTINCTION?

Dr Buc Ooze is a flawed genius, a brilliant scientist who delights in experimenting on wild animals and trapping them inside unusual shapes. Ooze was imprisoned so that he could no longer continue his work, but now he's returned to terrorise the animal kingdom once again.

There's only one way to thwart his plans and that's to use the ZooCube, a machine that matches up animal shapes and reverses the effects of Ooze's experiment. You take control of the ZooCube, launching it from the Ark spacestation and using it to pair

up the shapes and return the animals to their natural form.

The Cube sits in the middle of the screen and can be rotated in all directions using the 3D Stick and the C-Stick. Animal shapes travel towards the Cube and you have to move the machine around in order to match them up into pairs.

The learning curve is excellent with the game breaking you in gently and gradually turning up the heat. There are seven worlds for you to conquer with each one introducing new animals and power-ups you can use. There are also three difficulty settings,



The early China Sea stages help to introduce you to the gameplay



Once you get to the Pacific Ocean level the action gets frantic



NINTENDO GAMECUBE

FRIEND OR FOE?

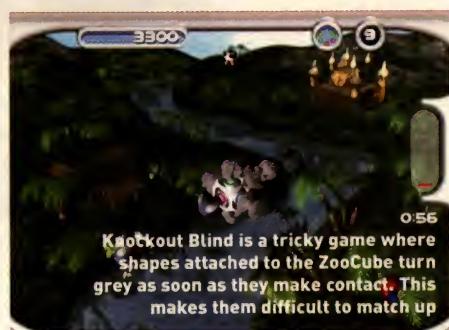
ZooCube offers players a variation on the usual two-player games in that it allows you to fight with someone in a team or against them.

Collaborative mode means that your scores are combined and you work together. Occasionally solid coloured objects appear that you have to move to spaces next to the Cube so you can pass them across to your ally.

In Combative mode, you are battling to get more points than your opponent so you must pair up the animals faster than they do. You'll also get the chance to use large red blocks called Blockers that don't match with anything. They also stay attached to your columns for ten seconds before exploding.



□ This is you controlling the ZooCube from your high tech spaceship, Ark



VERDICT

GOOD

■ Original and fiendishly addictive, this really brings something new to the genre.
■ The number of levels and difficulty settings will keep you plugging away.

BAD

■ ZooCube will only really appeal to puzzle game fans.
■ It doesn't have enough variety to justify its £39.99 price tag.

FUN

The controls are an absolute doddle to pick up straight from the start.

VALUE

There are tons of levels and settings but it's not worth £39.99.

LIFE

You'll still have the odd go and the multiplayer modes add to its lifespan.

ZooCube is very addictive and puzzle fans will be delighted, but many will begrudge paying full price for a game that would have looked as good on the Nintendo 64.



► two of which need to be unlocked, and these ramp up the difficulty to provide an awesome challenge.

Another highlight to *ZooCube* is the game's music. It's not quite as catchy as the legendary *Tetris* soundtrack but it's a very pleasant mix of laid back grooves that brings an overall sense of calm to the often frenetic proceedings.

The gameplay is so simplistic that there aren't really any issues with awkward controls. Pure and simply, this is a game that lets you in easily and then traps you with its fiendish shape matching madness to leave your brain fried.

ZooCube is fantastic fun and there are loads of stages and difficulty levels that will keep you coming back for just one more go. But its major downfall is that the games are all variations on the same theme and this limits *ZooCube*'s long-term appeal. It's also questionable whether this sort of title is worth the £39.99 asking price as it doesn't push the GameCube to its limits.

ZooCube is a great purchase for puzzle fans looking for a fresh injection of fun into the genre. Unfortunately it won't impress or hold the attention of many other gamers, so make sure you think before you splash out the readies on this game. **Dominic Wint** NHM



<http://www.bitmap-brothers.co.uk>

Harking back to the days of the Amiga and Atari ST, this is the Game Boy Advance re-make of the Bitmap Brothers' futuristic sports sim. Take charge of Brutal Deluxe and ply your trade in the ultra violent arenas, outscoring your opponents and battling for Speedball victory.



As soon as the steel ball has been launched into the air expect a bruising scrap to reach it first



Forget about penalties because in these arenas you won't see them. Just foul away to your heart's content

SPEEDBALL 2: BRUTAL DELUXE

GAME BOY ADVANCE MAY BE KNOWN FOR GOING RETRO, BUT THANKFULLY YOU DON'T JUST HAVE TO RELY ON *SPEEDBALL 2* FOR OLD SKOOL KICKS.

The basic *Speedball* idea sees you taking nine blokes in armoured suits, dumping them in an arena and watching them slug it out in a futuristic game of catch where metal-clad nutters stand between you and instant fame.

Now think of a *Speedball* game where the idea of frantic matches is ruined because you can't string flowing moves together or rely on team-mates to be near enough to grab the ball. Don't be fooled by its classic status, just brace yourself for the frustrating

handheld world of *Speedball 2*.

Game Boy Advance once again shows its retro wares this month with the re-make of the 1990 classic from the Bitmap Brothers - the same team responsible for ancient best seller *Chaos Engine*. That too may be in development for Game Boy Advance, but the first re-work out of the blocks is *Speedball 2*, and despite a reputable history, it just doesn't quite cut the mustard on Nintendo's handheld.

From first impressions, fans of the original will be pleased by the faithful



Data saves to battery back-up

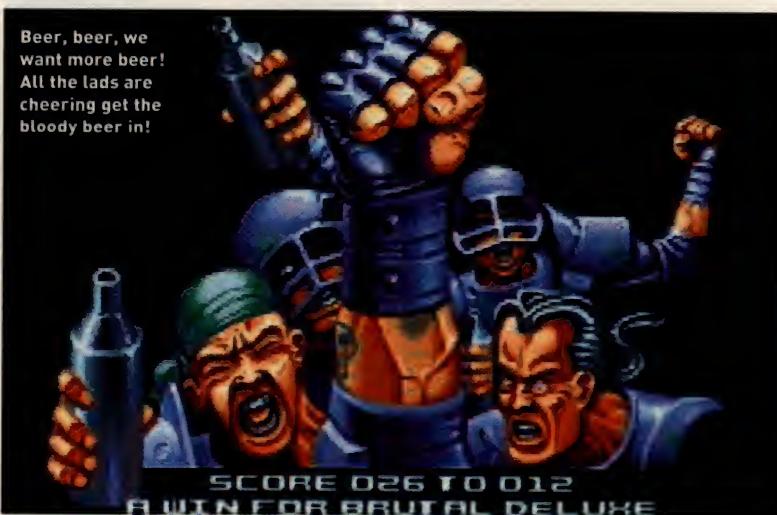


DETAILS

Price:
£19.99

Release:
6 September

Publisher:
Wanadoo



Beer, beer, we want more beer!
All the lads are cheering get the bloody beer in!

SCORE 026 TO 012
A WIN FOR BRUTAL DELUXE



It's tough to time it right, but when the ball soars over head you can pluck it out the air



With just a small amount of dosh in the bank, souping up your squad will be harder than you think



With the defender out for the count and the 'keeper flapping, you can't miss from there. Or can you...



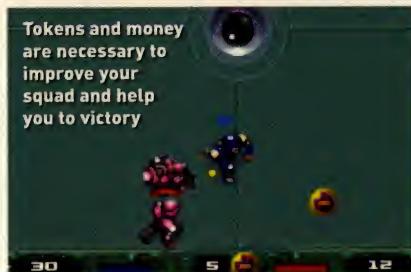
GAME BOY ADVANCE

WEAPONS OF WAR

To turn your also-rans into an all-conquering team then it helps to grab anything in sight.

In addition to picking up the spinning discs for extra cash to improve your players, there are various tokens to collect that can turn your team's fortunes on its head in a split second.

These tokens appear at random and can cause anything from freezing everyone on the opposing side to speeding up the man with the ball. The more points you score will also enhance your cash stash at the end of the match, so keep improving it on star multipliers and bounce domes. Look out for the two Lethal Bounce buttons as well which turn the ball gold and renders it untouchable for the opposition.



We don't know why they do it but expect opponents to run all the way to goal and throw it back down the pitch. Strange



adaptation. The arena layout is exactly the same with its distinctive score multipliers and cash tokens, while classic team names including Revolver, Powerhouse and Damocles are all here to enjoy again. The game's speech has also been replicated, so listen out for shouts of 'Ice cream' from the stadium vendor.

Unfortunately, the main point of frustration is the A.I. of the players. Far too often your players won't react when the ball is near them and even when your opponent is on top

of goal they will turn around and throw it back to the midfield. Then just you try and tear the ball from their grasp because you will be chasing shadows for ages.

The game also suffers from oversized character sprites that caused the biggest rumpus playing the GBA's *ISS* title. You'll find yourself throwing it anywhere as you can't see team-mates in the vain hope that they will be close enough to get it. Quite simply, if you want a fast, flowing game of the future on GBA you won't find it here. **Tim Street** NON

Should you get hammered this screen will tell all. Better luck next time



Chuck the ball into the goal and your player will slide down the pitch to celebrate



"DESPITE A REPUTABLE HISTORY, IT JUST DOESN'T QUITE CUT THE MUSTARD ON NINTENDO'S HANDHELD."



Before the game Brutal Deluxe tried to out-stare the opposition



There are four tunnels, two on each side of the arena. Throw it through and it will appear on the other side

THESE PANTS ARE BLOODY CRIPPLING ME

VERDICT

GOOD

- Nothing's been removed, making this a spot-on conversion of the 16-bit classic.
- Managing Brutal Deluxe, in addition to playing matches, spiced up proceedings.

BAD

- Your frustration will boil over when you can't string more than one pass together.
- It looks good, but sprites are so large you can't see where to throw the ball.

FUN

- The rules are simple enough, it's executing moves successfully that's the hard part.

VALUE

- For a new Game Boy Advance release, the £20 price tag is worth considering.

LIFE

- League mode is the main option, but even that can be completed after a few hours.

Ten years ago it was a classic, but ten years on *Speedball 2* is showing its age. It may be a clever conversion to look at but niggling faults will frustrate retro fans.

7



LOG ON

[http://www.
activision2.com](http://www.activision2.com)

IN BRIEF

Choose from one of 11 top BMX riders and take them on a mad-dash trip across America pulling some sick stunts and collecting crazy stuff. There are a wealth of two-player options to play with as well.



MAT HOFFMAN'S PRO BMX 2

DUST OFF THAT BMX AND PREPARE TO RIDE AGAIN AS THE KING OF TWO-WHEELED TRAVEL AND TRICKERY GETS A GAME BOY ADVANCE UPDATE.



2 Players/1 Cart:
Take turns
2 Players/2 Carts:
Head-to-head

DETAILS



Price:
£29.99

Release:
30 August

Publisher:
Activision

The original *Mat Hoffman's Pro BMX* on Game Boy Color was a great game that managed to combine gorgeous graphics with a high level of playability. However, *Mat Hoffman's* first GBA outing lacked decent controls and now the sequel looks nothing more than a graphical update, adding extra colour and a louder soundtrack to an established title. Unfortunately when you play it, there are few extras to warrant a purchase.

The game kicks off as you choose a rider from a list of 11 including Mat, Rick Thorne, Mike Escamilla and Day Smith. This title is different from previous *Pro BMX* games though as you get to take them on a road trip across America, completing tasks along the way that unlocks new levels.

The stages you'll encounter include

yet another Warehouse level, through to Las Vegas and Hawaii. The nine challenges on each level are split into amateur, semi-pro and pro difficulty settings but you can tackle them in any order you see fit.

Completing the three tasks in each division will gain you 25 points which can then be used to unlock new areas. Unfortunately, there doesn't appear to be much difference between a pro task and an amateur one. In fact some of the supposedly less difficult challenges are incredibly tough whilst the seemingly harder ones can be completed easily.

The difficulty of the game isn't helped by the sloppy controls either and the unrealistic handling of the BMX. You can't ride straight up or down the screen, only diagonally, and this limits the distances that you can



Learn to link those combos so that you can rack up the points



Trick across the US with your BMX

"GRAPHICALLY *MAT HOFFMAN'S PRO BMX 2* IS A SLIGHT IMPROVEMENT OVER THE FIRST GBA VERSION."



GAME BOY ADVANCE



There must be some unwritten law that an extreme sports game has to have a warehouse in it somewhere. This is nothing special



Like in *Tony Hawk's* you must use the manual to link tricks and score big



This empty pool is great for completing a high score challenge



Just in case you forgot which game you'd slammed into the back of your Game Boy Advance, the big yellow bus is here to remind you

cover in a normal two minute run.

Graphically it's a slight improvement over the first GBA version, but then you'd expect it to be an improvement even if it's not up to the standards of the best GBA titles. The level design is also below par and although you can open up new areas in the stages, they're more or less carbon copies of the

main sections and don't offer anything new to the proceedings.

Mat Hoffman's Pro BMX 2 is a huge Game Boy Advance title that will take even the most hardened extreme sports gamer ages to complete. But whether or not you'll want to battle through to the end of it all is another matter entirely. **Dominic Wint**

LEARN TO RIDE

There's no denying that some of the challenges in *Mat Hoffman's Pro BMX 2* are downright impossible at first, so it's important to learn all of the basic moves.

To help you out you can choose to take part in the game's Training mode so you can get to grips with the controls. This will take you through the basics like learning to Bunny Hop and Manual, right up to trying out the special tricks including the Tail Whip and the 900.

The moves aren't explained very well in the Tutorial but it's worth persevering as it makes the game more enjoyable.



Use the Tutorial mode challenges to learn your way around the BMX courses as this will set you up for the main game

VERDICT

GOOD



- The levels are massive and there are secret areas to unlock.
- The tasks are hard and will prove a test for the most hardened BMX fanatic.

BAD



- The controls aren't precise and will lead to a frustrating lack of fun.
- You can't ride straight up or down so it takes ages to ride diagonally.

FUN



Tricks are easy to pull off with practice but manoeuvring your BMX is a chore.

VALUE



There's value for money if you can complete the game with all ten riders.

LIFE



There are plenty of modes to keep you busy, it's just not much of a leap forward.

Fans will be disappointed with this as it's little more than just an upgraded version. It looks and sounds fine but the controls are bad and sap the game's fun.

6



[http://www.
rage.com](http://www.rage.com)

Soccer Island has been invaded by a gang of vicious monsters under the control of their manager, Mr Woe. Beckham is sent to the island to try and defeat Mr Woe and return the Soccer Island's inhabitants back to normal.



GO! GO! BECKHAM! ADVENTURES ON SOCCER ISLAND



Single player



Price:
£29.99

Release:
Out Now

Publisher:
Rage



Mr Woe's castle is a dark and foreboding place drenched with fog



Topple this bird from its perch by hitting the ball at either end

Starring none other than Golden Balls in cartoon form, *Go! Go! Beckham!* is a platform game where the England football captain has been turned into a cute cartoon character and sent to Soccer Island.

The once happy paradise has been taken over by Mr Woe who has cast a spell and turned the once innocent wildlife into evil creatures. The beasts are now under Mr Woe's control and he's ordering them to lay waste to the land and its inhabitants. Only Beckham and his football skills can save the day.

Where this differs from your average platformer is in the weapon that little Beckham can use. Instead of jumping on heads or shooting them with a gun, Beckham has to kick his magical football at them. When the ball is kicked it becomes dangerous

and can injure the baddies, collect coins and other goodies or destroy sections of the scenery. The camera can also be switched between Beckham and his ball so you can use it to scope out uncharted territory.

Soccer Island is dripping with vivid colours, impressive fog effects and classy backdrops and the cute characters really bring the worlds alive. There are also some fantastic sound effects in *Go! Go! Beckham!*, especially from the game's menagerie of superb monsters.

There's a tremendous amount of imagination that's gone into creating the game too and the monsters all have football-sounding names like Keepa and Winga and they all have weak spots for you to exploit. The levels are also designed with a clever football theme and as you progress you'll be promoted to fighting against



GAME BOY ADVANCE

“SOCCER ISLAND IS DRIPPING WITH VIVID COLOURS, IMPRESSIVE FOG EFFECTS AND CLASSY BACKDROPS. THE CHARACTERS BRING THE WORLDS ALIVE, TOO.”

second and first division creatures.

It's easy to tell that *Go! Go! Beckham!* is aimed at a younger audience and so it won't pose too much of a challenge to the more experienced gamer. That said, it's highly enjoyable and the tight controls make it easy to learn how to play.

Go! Go! Beckham! also introduces enough ideas through the various worlds to keep the experience fresh and around every corner there lies something to bring a smile to even the most cynical gamer.

Becks maybe a cartoon, but it sure beats his last GBA outing. **Dominic Wint**

DON'T MAKE ME ANGRY

The enemies in *Go! Go! Beckham!* are total softies, so all you have to do is hit them with the football to knock them over and hit them again to make them disappear.

Trouble will arise though if you only manage to stun them without getting in that killer blow. If you leave one of the creatures stunned for too long they will spring back to life and charge around at double the speed. This will make hunting one down an altogether more difficult prospect, even for Golden Balls' skills.



□ If you hit a beast and stun it make sure you finish it off or there could be trouble later



□ Leaving a stunned beast to recover means they'll get up twice as angry and twice as fast



VERDICT

GOOD	■ <i>Go! Go! Beckham!</i> is fun with loads of levels and plenty to keep you interested. ■ Learning to use the ball is challenging and adds a little extra to the platforming.
BAD	■ It never gets very difficult and the boss battles are ridiculously easy. ■ This will be far too sickly for some. The music, graphics and monsters are so cute.
FUN	The Tutorial is thorough without being patronising and the controls are simple.
UNIQUE	It won't be too much of a challenge to the experienced gamer.
LIFE	It's easy but there are tons of levels and bonuses to find. Not much replay value.
? 7	
Go! Go! Beckham! is competent and lifts itself above its rivals by the clever use of football themes. It won't challenge older gamers but it's ideal for youngsters.	



LOG ON

<http://www.sammyusa.com>

IN BRIEF

Featuring 25 characters, each possessing their own skills, you can fight a friend or choose four fighters and battle your computer opponents in the latest handheld beat 'em up to try and rival *Super Street Fighter II Turbo Revival*.



THE KING OF FIGHTERS EX NEOBLOOD

A BEAT 'EM UP WITH AN ADDED FOUR-PLAYER BATTLE OPTION. FOR A HANDHELD, THIS NEARLY GETS A THUMBS UP.



2 players/2 carts:
Head-to-head

DETAILS



Price:
£29.99

Release:
Out Now

Publisher:
Sammy
Entertainment Inc.

With over 25 characters to choose from, a two-player link-up option and team battling as part of the bargain, *The King Of Fighters EX Neoblood* might just become a GBA fighting favourite.

As standard *Neoblood* is a one-on-one fighter, but this time it comes with added functions such as the Team Battle mode which gives you the opportunity to battle your choice of four brawlers against a computer controlled band of four.

If you decide against Team Battle mode then you can opt for



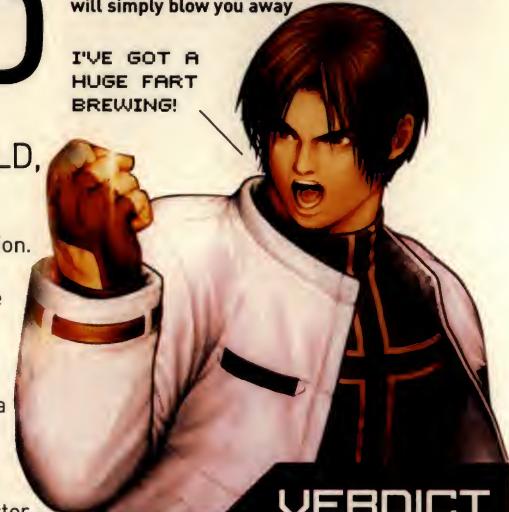
■ Mai's Super Stinging Bee move will leave you stunned

the game's single player option. You'll still need to choose a team-mate and these can be tagged towards the end of a fight so they can deliver the fatal finishing blow.

The game moves at quite a pace and it will take a while to get used to the controls, but luckily there's an in-built list of moves for each character to lend you a hand.

One thing that won't impress fight fans is the length of the game. Despite the number of options, *Neoblood* doesn't last that long and once you've mastered the variety of individual moves you'll easily complete the game, even on the hardest difficulty setting.

At £29.99 fight fans may want to try completing the game with a different fighter to make it worthwhile, but really you'd be advised to wait for *Street Fighter Alpha 3* to get your GBA beat 'em up fix. **Dean Conceicao**



VERDICT

GOOD

■ Team Battle mode allows you to choose a combination of players.

■ With 25 fighters to select from there's a wide choice of individual fight styles.

BAD

■ The game's music is repetitive and isn't up to the GBA's usual standards.

■ It's very hard to control at first and you'll need to stick with it.

This is enjoyable if you give it time and Team Battle mode is a great idea. But with better beat 'em ups on the horizon you may want to hold on to your cash.

6



GAME BOY ADVANCE

<http://www.acclaimuk.com>

LOG ON
IN BRIEF

Good handheld puzzlers are hard to come by these days but *ZooCube* might just be the one that shows the world that there's more to the genre than *Tetris*.



NOW, DR. BUC OOZE HAS
ESCAPED AND STARTED HIS
HIDEOUS EXPERIMENTS AGAIN...

□ The cute creatures appear on the opening sequence but they don't return in the game

ZOO_CUBE

ANIMALS THE WORLD OVER ARE IN DANGER OF BEING TRAPPED INSIDE STRANGE SHAPES. THANKFULLY THE ZOO_CUBE'S ANSWERING THE S.O.S.

The Game Boy Advance version of *ZooCube* uses exactly the same gameplay idea as the GameCube version and so the objective of the game is still to match those animal shapes like crazy and thwart Dr Buc Ooze's plan.

As you'd expect, *ZooCube* GBA looks a little uninspiring compared to its bigger brother and the detail in the shapes has been reduced considerably. This lower level of graphical detail hampers the gameplay as it makes it difficult to distinguish between the animal shapes.

The controls are also a little more fiddly owing to the lack of a C-Stick and this can lead to your fingers being tied up as you attempt to match the

variety of animal pieces.

Thankfully most of these niggles can be overcome with a little practice and once done it's good to see that the fantastic gameplay is still there in spades. *ZooCube* is incredibly playable and even if you throw down your GBA in disgust as the *ZooCube* explodes, you can guarantee that five minutes later you'll be giving it just one more attempt.

ZooCube is a worthy addition to any puzzle game fan's GBA collection as it's a frenetic and enjoyable experience that will drive you absolutely nuts. It's certainly one of the better puzzlers, but it does lack an ingredient to make it a classic, so buy this if you must, but get the GameCube version if you can splash out. Dominic Wint



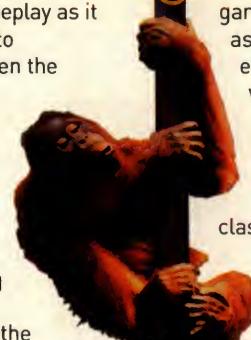
2 Players/2 Carts:
Co-operative or
Versus modes



Price:
£29.99

Release:
Out Now

Publisher:
Acclaim



□ If more than five shapes join one side then it turns grey. One more and the Cube overloads



□ What shape is coming next is displayed on the left of the screen, so keep an eye on it



□ The backgrounds change according to the location



□ Unlock bonus stages to win more points. Here you must destroy the shapes that are attached

VERDICT

GOOD

- Highly original and addictive with a lot of new ideas to offer the puzzle genre.
- There's an excellent level of difficulty with the learning curve set just right.

BAD

- Reducing the animals to mere shapes robs the game of its charm.
- When new shapes appear it's difficult to figure out the animal part.

While it's not pushing the GBA to its limits, *ZooCube* is a solid title with enough originality to lift it above the raft of *Tetris* clones. Puzzle fans will lap it up.

6



LOG ON

<http://www.swing-games.com>

IN BRIEF

Cult cartoon duo Pinky and The Brain begin their first foray on Game Boy Advance in a cartoon platformer that manages to rise above the deluge of half-baked adventures. Someone's walked off with their plans to control a weather station and you've got to stop them.



Using the team's Zapper gun you can shoot enemies from a distance to save jumping on their head and risk losing your partner in crime



PINKY AND THE BRAIN THE MASTER PLAN

CARTOON LICENSED PLATFORMERS AND GB ADVANCE DON'T ALWAYS MIX, BUT THAT WAS BEFORE PINKY AND THE BRAIN.

With the exception of Mario, Wario, Sonic and Rayman, the appeal of platform games on GBA has so far been limited. For every classic *Super Mario* game there's always an effort starring the *Rugrats* or Donald Duck that just isn't worth your money. But the genre is now about to get a kick up the butt as Pinky and The Brain steal the limelight.

On the trail of two lab rats, Roofus and Doofus, who have stolen Pinky and The Brain's plans to control a satellite weather station, our two hapless heroes must negotiate hazard-strewn levels including giant-sized labs and claustrophobic

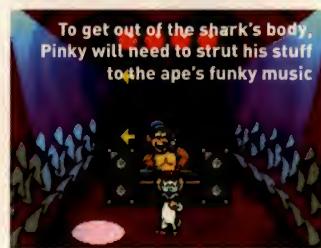
underwater caves.

Offering a spin on the *Super Mario World* idea of switching characters to negotiate particular problems, there's plenty of platforming fun to enjoy. You can expect to control a sub, ride a jeep and take part in a fun boss battle where you must knock hats off a giant ape without getting hit by his bongo-tapping hands.

Overall, *The Master Plan* is a little easy for older aficionados of platform games, but it's perfect for those just cutting their teeth and when this is compared to stinkers like *The Wild Thornberrys* there simply is no contest. **Tim Street** NOM



Password save

Price:
£29.99Release:
Out NowPublisher:
Swing!

Starting at the bottom, you'll have to avoid the ape's hands and try knocking off his stupid hat

VERDICT

GOOD	<ul style="list-style-type: none"> The sub stage looks great and makes a change to platform jumping. This is ideal if you've got a younger sibling getting their first taste of GBA.
BAD	<ul style="list-style-type: none"> If you've completed <i>Sonic Advance</i> and <i>Super Mario World</i> this will be too easy. Platform traits, like jumping on heads, are years old and the basis of the quest.

Pinky and The Brain maybe niche characters to star in a game, but it makes for an enjoyable adventure, even if it won't perplex the nation's expert gamers.



GAME BOY ADVANCE



TIGER WOODS PGA TOUR GOLF

With a golf game drought on GBA it's good to see that someone has taken the initiative and produced a fairly decent title.

Starring household names like Tiger Woods and Colin Montgomerie, *PGA Tour Golf* takes place at the world famous Sawgrass course in Florida.

The golfer animation is good and there's plenty of challenge including the Play Now mode that sees you trying to beat par over 12 tough holes. Four people can also play on a GBA or there's a link-up option.

Unfortunately, there's only one course and each green's dips and climbs tend to vanish when your ball travels straight over a 50 foot putt.



Can you prove that Tiger Woods is the greatest golfer of all time?

Tiger isn't the only star of the game, you can also play as old Monty

Price: £34.99

Release: Out Now

Publisher: ZOO

Verdict:

P



TINY TOON ADVENTURES: BUSTER'S BAD DREAM

They maybe tiny and toony, but *Buster's Bad Dream* will turn you loony when you see just how bad the gameplay is in this awful side scrolling cartoon beat 'em up.

Comparable with the diabolical *Buffy The Vampire Slayer* on Game Boy Color, *Buster's Bad Dream* sees you adventuring across cartoon worlds and beating up enemies when the screen stops – in this case fang-filled snakes and giant bats instead of the undead.

It looks okay and you can call on a cartoon ally at any time, but the fighting gets monotonous with just one basic punch and a combo at hand.



Buster uses his fists to pummel different creatures

Price: £29.99

Release: Out Now

Publisher: Swing!

Verdict:

3

PUNCH KING

After the dismal *Mike Tyson Boxing*, the Queensbury Rules attempt to get a decent airing again on Game Boy Advance in another average boxing simulation.

Despite three game modes on offer – Arcade, Survival and Vs. Fight – the fights just don't make a good game. Hook and jab combos should leave you cruising, but you'll have to wait for your energy to return before landing the devastating blow and this can leave you open to attack. The controls are also sluggish and just getting your boxer to do the simple stuff like weaving left or right takes ages.

If you're a boxing fan, you won't find your fix here, so you'll just have to wait a little while longer before a rightful champion comes along.



Bucky Booth is Uncle Sam's heavyweight king. Have some!



SABRINA THE TEENAGE WITCH: POTION COMMOTION

They maybe a Saturday TV favourite, but lovely Sabrina conjures up an awful outing on Game Boy Advance that's just about bearable.

Taking hints from Salem the cat, you control Sabrina as you try to save Aunt Hilda across four levels of basic platforming gameplay. Discovering potions along the way and avoiding manic telephones and kettles are just some of the highlights on offer.

It may be aimed at younger fans of the popular television series, but the challenge is so minute. Even rookie GBA owners will have it licked after just a few hours of continued play, making it a waste of a decent TV name and your money.



By casting spells on the possessed household items you can continue unharmed



Salem will teach you the game controls at the start of this boring adventure

Price: £29.99

Release: Out Now

Publisher: Ubi Soft

Verdict:

4

MONKEY MAGIC



Nintendo®

OFFICIAL MAGAZINE

GO APE WITH OUR IN-DEPTH PREVIEW OF *SUPER MONKEY BALL 2*
ON SALE 13 SEPTEMBER, PRICED £3.15